The #1 Computer Game Magazine

Computer Gaming World

ZD

DECEMBER 1996
NO.149
$3.99 USA, $4.99 Canada

Exclusive! Descent Undermountain

STARFLEET ACADEMY

Best Star Trek Game Ever?

Control The Enterprise
Plus 20 Starships
And Kick Romulan Butt!

SCOOP!

Sabre Ace—
Sim Of Your
Dreams

Powerhouse 3D Graphics Cards Tested

Killer PCs!

7 Top Systems
Face Off For The
Ultimate Game Rig

ONLY A FOOL TRIES
TO SOLVE PROBLEMS
WITH HANDGUNS.

LARGE CALIBER AUTOMATICS DO THE JOB MUCH MORE QUICKLY.

DUKE NUKEM 3D PLUTONIUM PAK. COME GET SOME MORE.

An all new episode with new levels, new weapons and new aliens to splat, from the original creators. Full version of Duke Nukem 3D required. If you don't already have the full version of Duke Nukem 3D, crawl out from under your rock and buy the Duke Nukem 3D Atomic Edition.















- **Explore 11 new levels, several based on current hit movies**
- **See all new enemies get their butts kicked by Duke's steel-toed boots**
- **Smell steaming entrails as Duke's new microwave cannon fries and explodes those alien bastards**
- **Hear aliens squeal as Duke *aborts* their entire race in one of two hilarious and controversial new cinematic scenes**
- **Learn more about Duke's philosophy as he cracks dozens of new one-liners (Duke Talk)**
- **Exciting new special effects, including deadly lightning and new features such as simulated multiplayer games (against up to 7 other Dukes) on a single computer**
- **Other Duke-approved stuff: Duke Win95 themes, 5 Duke Screen savers, 6 Duke jigsaw puzzles and Image Carousel**

Developed by
3D REALMS™
www.3drealms.com

TEN
www.ten.com

GT™
Distributed by
GT Interactive Software
16 EAST 40TH ST., NEW YORK, NY 10016
www.gtinteractive.com

©1996 3D Realms Entertainment. All Rights Reserved. Distributed exclusively by GT Interactive Software Corp. Total Entertainment Network, TEN and the TEN logo are trademarks of T.E. Network, Inc. All other trademarks are the property of their respective owners.



THE TOP SELLING PC GAME OF 1996

Visit Duke on the Web at www.gtinteractive.com/duke



A Wild

in the World's Most Exotic

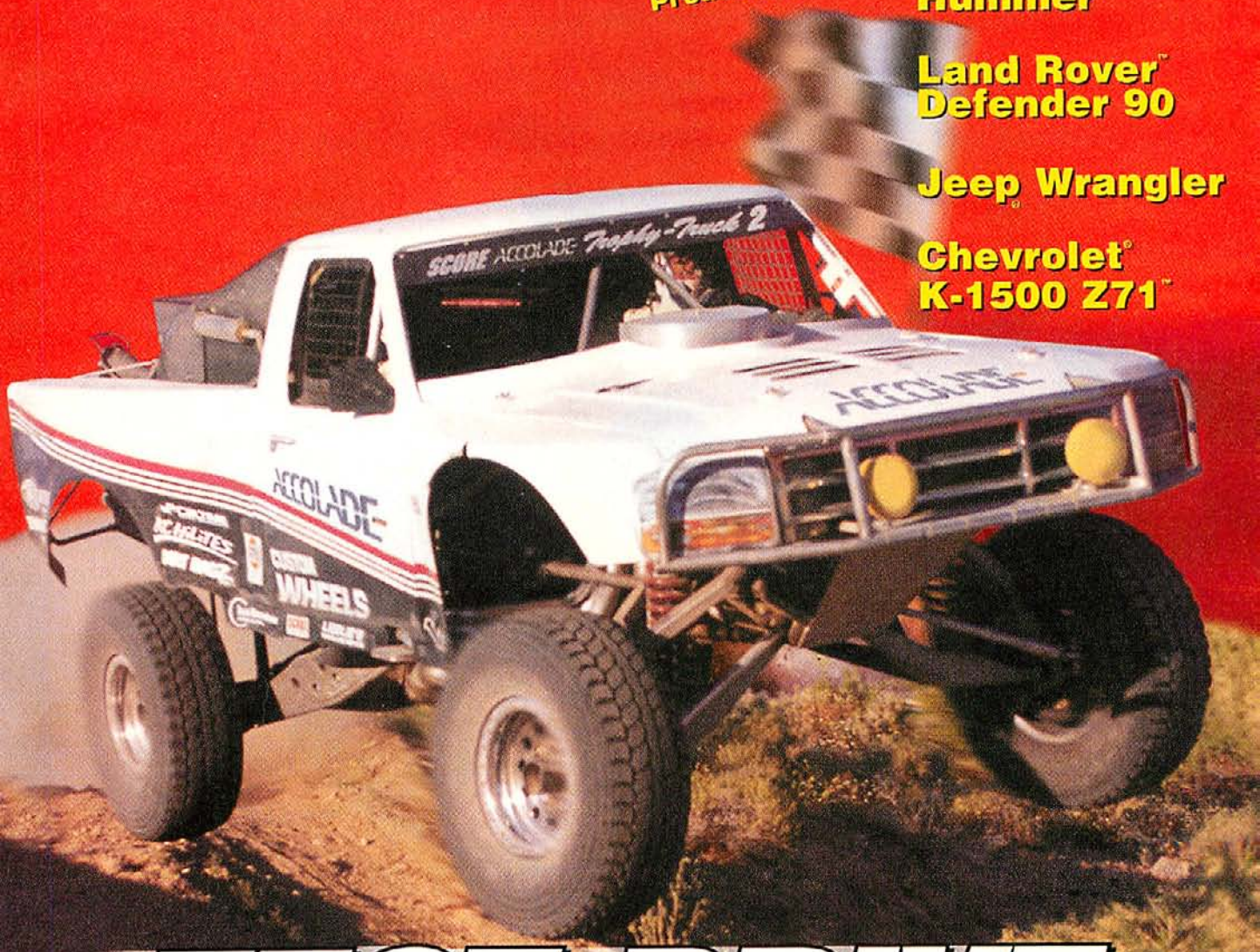
Race The World's Hottest Production 4x4 Vehicles

Hummer®

Land Rover™ Defender 90

Jeep® Wrangler

Chevrolet® K-1500 Z71™



TEST DRIVE OFF-ROAD

Ride

Off-Road Vehicles!



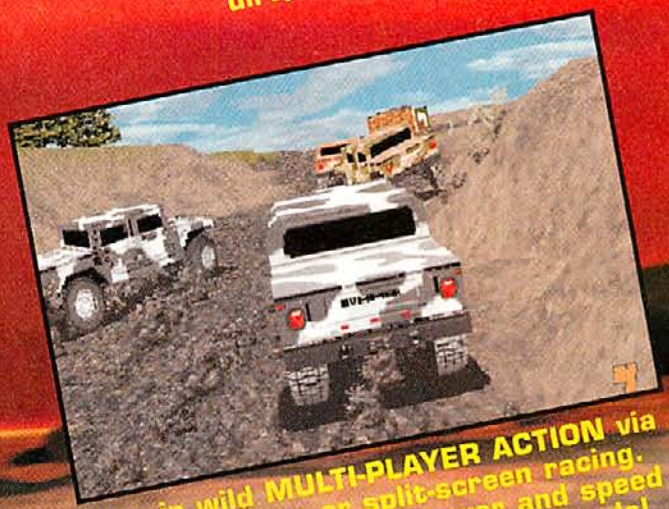
True-to-life driving physics for each vehicle plus 9 camera views. Powerful 3D engine keeps the action moving at blazing speed!



12 tracks test your off-road skills. Negotiate wicked terrain including dirt, rocks, sand and snow.



Four ways to race: SINGLE RACE, FULL-SEASON, CLASS LEAGUES and MIXED LEAGUES.



Engage in wild MULTI-PLAYER ACTION via network, modem or split-screen racing. Come experience all the power and speed of off-road racing against your friends!

Hot Soundtrack
featuring TVT Recording Artist
Gravity Kills

Available on the PlayStation game console and PC CD ROM

Download the DEMO today at http://www.accolade.com

To order direct call: 1-800-245-7744

PlayStation

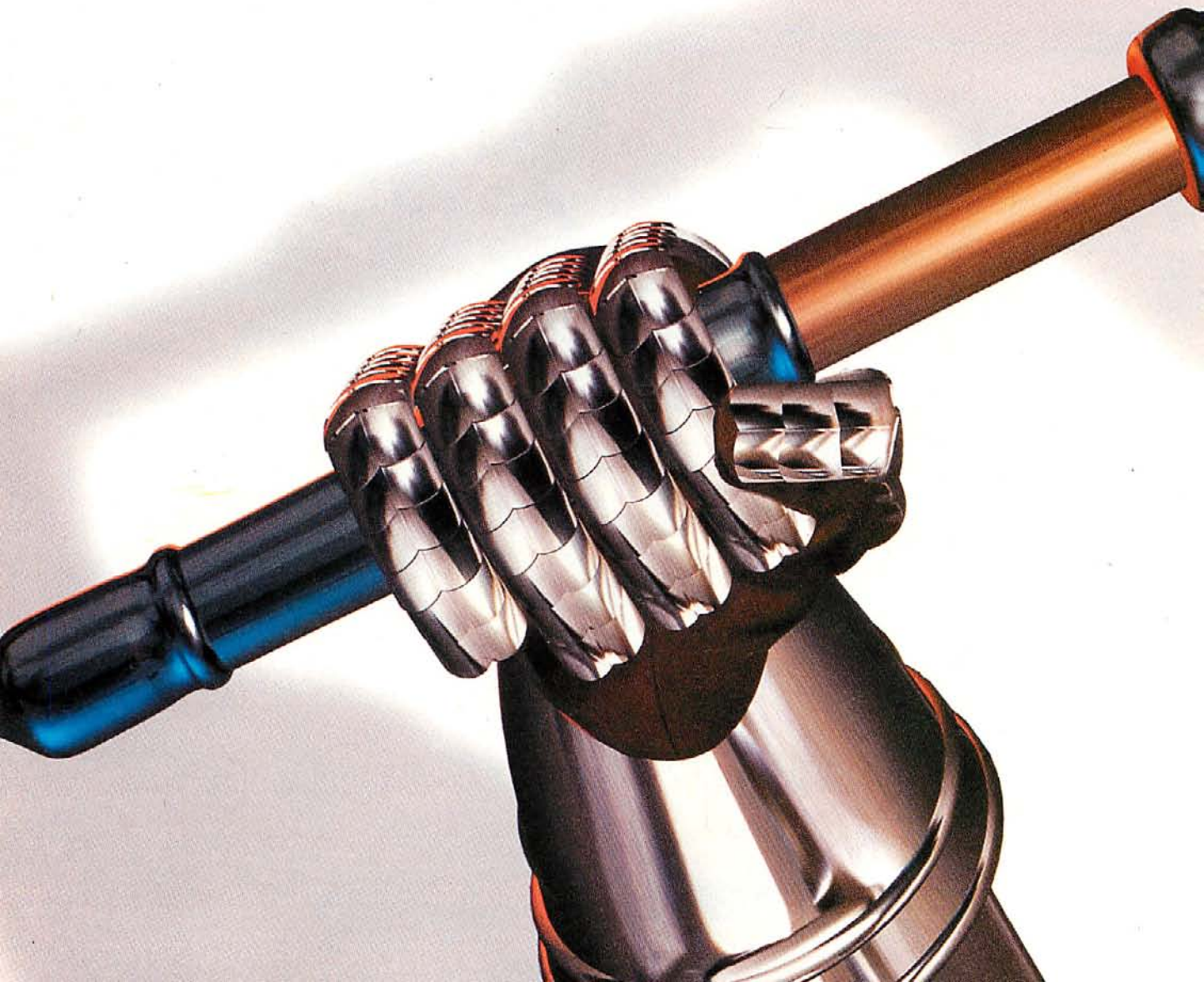
PC CD-ROM
DOS
Runs Under
WINDOWS 95

KEEP TEEN
K-A
CONTENT RATED BY
ESRB

ACCOLADE

Test Drive is a trademark of Accolade, Inc. © 1996 Accolade Inc. All rights reserved. Developed by Elite Systems. The Land Rover Name and Logo are trademarks of Rover Group Limited used under license. Hummer and Humvee are the registered trademarks of A.M. General Corporation. JEEP and Jeep grille design are registered trademarks of Chrysler Corporation, U.S.A. and are used under license. © CHRYSLER CORPORATION 1996. Chevrolet K-1500 Z71 and Body Design are trademarks of Chevrolet Motor Division, General Motors Corporation, used under license to Accolade, Inc. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION.

FOR A FREE DEMONSTRATION OF OUR 3-D GAMING EXPERIENCE,
SLAM THIS MAGAZINE INTO YOUR FACE.





INTRODUCING THE ULTIMATE, NO-COMPROMISE, GAMER PC.

At NEC, our gaming PCs have just taken on a whole new dimension. The third, to be exact. With two dedicated 3-D graphic accelerators, the NEC PowerPlayer™ sucks you right into the action.

200 MHz Pentium Processor
Diamond Monster 3-D and ATI 3-D Rage graphic accelerators
32 MB RAM/3.2 Gigabyte HD
NEC MultiSpin® 6x4 CD-ROM changer

And don't worry, you'll be armed with everything a serious gamer could ask for. A 200 MHz Pentium® processor, 6 MB of video memory, and a 50-watt Advent surround sound system with subwoofer. We've also thrown in a Gravis gamepad, Thrustmaster joystick, and Logitech 3-button Mouseman® mouse. As well as a bunch of today's hottest games, all reconfigured to take advantage of our unique 3-D technology. You can even head out into cyberspace and play in real time against anyone else on the net.



POWERPLAYER

For more information, call 1-800-NEC-INFO. Or, for a slightly more conventional demonstration, visit your local retailer. Available at Circuit City, CompUSA, Future Shop, and Fry's.

SEE, HEAR AND FEEL THE DIFFERENCE.™

NEC

Visit our web site at http://www.nec.com

©1996 Packard Bell NEC, Inc. PowerPlayer is a trademark of Packard Bell NEC, Inc. See, Hear and Feel the Difference is a trademark and MultiSpin a registered trademark of NEC Technologies, Inc. NEC is a registered trademark of NEC Corporation.The Intel Inside logo and Pentium are registered trademarks and the Pentium Processor logo is a trademark of Intel Corporation. Key #20036

intel inside
PENTIUM® PRO PROCESSOR

The #1 Computer Game Magazine
Computer Gaming World
ZD

FEATURES



52 Cover Story
Star Trek: Starfleet Academy

Is STARFLEET ACADEMY the best *Star Trek* game ever? Will you be the second cadet to ever beat the Kobayashi Maru scenario? And, unlike Captain Kirk, can you do it without cheating? Features Editor Denny Atkin beamed down to Interplay for the first hands-on look ever at the most anticipated space sim of the year.

HARDWARE

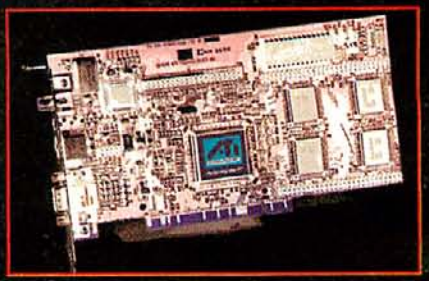
67 The Ultimate Gaming Machine Part 1



You're a serious gamer. You're tired of futzing around. You want the best machine to make the games you love scream. Here's the place to start. *CGW* Technical Editor and resident gear-head Dave Salvator tests seven hot new systems and gives you the low-down.

263 Smokin' 3D Graphic Cards

There's been a whole lotta shakin' goin' on about 3D, but who really delivers the goods? In this second of a two-part series, contributing propellor-head Loyd Case reviews the latest and greatest accelerators, including three based on Rendition's Verité chip.



NEC PowerPlayer Contest ... p. 379

SNEAK PREVIEWS

48 Jurassic Park: Lost World
48 Command & Conquer: Red Alert
309 Ecstatica 2
318 Descent to Undermountain
339 ABC Sports' College Football
357 Sabre Ace
378 NASCAR Racing 2



STRATEGY & TIPS

296 Daggerfall
310 Ecstatica
314 Quake hacks
321 Crusader: No Regret
334 Pretty Good Solitaire
340 NBA Live hacks
365 Jane's NATO Fighters
388 Panzer General Online
398 Deadly Games
400 Civilization II cheats and hacks



COLUMNS

275 Hardware ..... Loyd Case helps get those new holiday gifts working
281 Adventure/RPG ..... Scorpia reviews Daggerfall
309 Action ..... Peter Olafson previews Ecstatica 2
333 Classics/Puzzles ..... Charles Ardai reviews two solitaire games
339 Sports ..... Dennis McCauley surveys the PC college football field
357 Simulations ..... Denny Atkin previews Sabre Ace
387 Strategy/War ..... Terry Coleman reviews Panzer General Online
428 Martin Cirulis ..... What's the deal with real-time?

DEPARTMENTS

14 Just the FAQs — Answers to frequently asked questions
22 Editorial — Gift-giving advice from our gaming gadfly
28 Letters — Our readers speak out
34 READ.ME — Computer gaming news
43 Game Track — A look at what's cool and coming your way
423 Patches — Game files to kill bugs dead
424 Top 100 — Subscribers rate the top games

REVIEWS

ADVENTURE/ROLE-PLAYING

281 Daggerfall
300 Star Control 3
304 The Neverhood
306 Mummy: Tomb of the Pharaoh



ACTION

320 Crusader: No Regret
322 Time Commando
326 Hellbender
330 Return Fire



CLASSICS/PUZZLES

333 Hoyle Solitaire
333 Pretty Good Solitaire
336 MindGrind



SPORTS

344 NHL 97
352 ABC's Monday Night Football



SIMULATION/SPACE

366 iM1A2 Abrams
380 MechWarrior 2: Mercenaries
382 F-22 Lightning II



STRATEGY/WARGAMES

387 Panzer General Online
392 Deadlock
396 Deadly Games



Holiday Hot 100 Buyers' Guide ... *see page 8*

90 Holiday Hot 100



Yes, Virginia, it's that time of year again. Time to go holiday shopping for friends and loved ones, and come home instead with new games for yourself. But what to buy? We've made our lists and checked 'em twice, and *CGW*'s staff o' elves have something for the naughty and the nice.

Action

Crusader: No Regret 94
Descent to Undermountain 96
Duke Nukem 3D 94
HyperBlade 98
Interstate 76 98
Quake 92
Syndicate Wars 114
Tomb Raider 96
Virtua Fighter PC 114
Virtua Squad 98

Adventure

Circle of Blood 130
Leisure Suit Larry 7 130
Lighthouse 134
RAMA 134
Spycraft: The Great Game 124
Star Control 3 124
The Neverhood 128
The Pandora Directive 116
Titanic 130
Toonstruck 128

Role-Playing

AD&D: Core Rules Set 148
Betrayal at Antara 140
Diablo 136
Shadows Over Riva 140
The Elder Scrolls: Daggerfall ... 140

Classics & Puzzles

Battleship 148
Chessmaster 5000 144
Risk! 142
Smart Games Challenge #1 ... 144
You Don't Know Jack Sports ... 144
You Don't Know Jack, Volume 2 144

Simulations

AH-64D Longbow 152
Back to Baghdad 156
F-22 Lightning 158
Flying Corps 150
Grand Prix II 151
Hind 152
Jetfighter III 151
NASCAR Racing 2 156
Super EF2000 158
US Navy Fighters 156

Space Simulations

MechWarrior 2: Mercenaries ... 164
Privateer 2: The Darkening ... 164
Shattered Steel 164
Wing Commander IV 168
X-Wing vs. TIE Fighter 160

Sports

ABC's Monday Night Football .. 176
Front Page Sports: Football Pro 97 174
Full Court Press 180
Links LS 174
NCAA Championship Basketball 176
NHL Hockey 97 170
NHL Powerplay 96 180
Tony La Russa Baseball 3: 1996 Edition ... 180
Total Control Football 184
Triple Play 97 184

Strategy

Deadlock 196
Deadly Games 194
Dungeon Keeper 192
Heroes of Might and Magic II .. 188
Lords of the Realm II 194
Master of Orion 2 186
Red Alert 188
Star General 192
War Wind 194
WarCraft Battlechest 196

Wargames

Age of Rifles 209
American Civil War 218
Antietam 210
Battleground: Waterloo 216
History of the World 216
Over The Reich 214
Robert E. Lee: Civil War General 216
Steel Panthers II 210
Tigers on the Prowl 2.0 214
ZuluWar! 218

Hardware

Dynamite 128/Video 225
Force F/X 224
Grip 226
Jaz Drive 225
MindDrive 228
Multimedia Series 140 226
Righteous 3D 220
SpaceOrb 360 228
SupraSonic 336V+ 224
Toshiba 12x CD-ROM Drives ... 226

Kids' Stuff

Elroy Hits the Pavement 238
Freddi Fish 2 236
Green Eggs and Ham by Dr. Seuss 238
Iz and Auggie 234
Madeline: European Adventures 234
Maurice Ashley Teaches Chess 240
Muppets Inside 238
Pajama Sam 230
The Pink Panther's Passport to Peril 236
Toy Story Animated StoryBook .. 240

Stocking Stuffers

CGW Book Series 258
Catz and Dogz 256
Cinemania 258
Computer Gaming World Magazine 259
Steven Spielberg's Director's Chair 258

If you play only one real RPG this year, it will have to be...



Fallout™

A GURPS Postnuclear Adventure

"Fallout has everything necessary to be the best roleplaying game of all time"
– *Next Generation*

RATING PENDING RP ENTERTAINMENT SOFTWARE RATING BOARD

MAC PLAY CD-ROM

Interplay™

BY GAMERS. FOR GAMERS.™

www.interplay.com

Coming Soon for Win 95/DOS, and Mac

© 1996 Interplay Productions. Fallout: A GURPS Postnuclear Adventure and Interplay are trademarks of Interplay Productions. All rights reserved.
GURPS is a registered trademark of Steve Jackson Games Incorporated. Used under license by Interplay. All rights reserved.

Circle Reader Service #354


> Abort training missions
...Aborting Command and Conquer
...Aborting Warcraft 2
> Initiate full-scale war
...Initiating Dark Reign
04



> Advanced Unit AI

Give specific orders to each unit. Determine each unit's behavior in combat. Preset pathways and waypoints. Place a unit on sentry duty or send it on a hit-and-run mission.

> Battleground Realism

Sighting and attack calculations take into account true line-of-sight. Realistically modeled terrain dynamically affects unit movement. Terrain deforms when hit with weapon fire.





> Revolutionary Features

Design your own missions. Create alliances with up to eight players by sharing resources and intelligence. Also includes gigantic playing maps, never-before-seen units, and dozens of other features.

DARK REIGN

THE FUTURE OF WAR™

Coming This Winter

ACTIVISION.

http://www.activision.com.

Mindscape

Activision is a registered trademark and Dark Reign: The Future of War is a trademark of Activision, Inc. © 1996 Activision, Inc. All rights reserved. All other trademarks and trade names are the properties of their respective owners.



ANDERSON,

I NEED A VOLUNTEER.



THAT TANK UP THE ROAD? SOMEONE'S GOTTA TAKE IT OUT.

I NEED SOMEONE I CAN COUNT ON. SOMEONE WHO'S MAN ENOUGH TO RUN THROUGH MACHINE GUN FIRE TO GET THE JOB DONE.

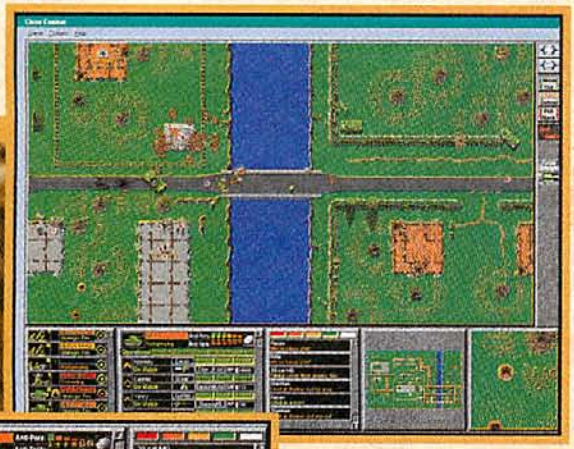
AND ANDERSON, THERE COULD BE A MEDAL IN IT FOR YA.



Anderson, Chuck. Sergeant. Leads 2nd Platoon's Recon team. Probably gotta wife back home. Damn good soldier. You give him an order and he figures out the best way to get the job done. So what's he doing cowering behind that bombed-out farmhouse?

Saving his own butt.

That's what you should expect if you order him to do something crazy. In Close Combat everything reacts like it does on the battlefield, from the ripping canvas hiss of the German MG42 machine gun to the screams of the men it hits. It all goes down right in front of you. In real time.



Americans vs. Germans: Which side you gonna take?



Mac™ vs. Windows® 95: Which side you gonna take?

So there's no time to thumb through the manual. You work your mouse like a weapon. Point and click and *boom*, the shooting starts the second your men step off Omaha Beach and it don't let up 'til they've taken Saint-Lô. Troops, terrain, situations – if you want to get any more accurate, you'll have to shave your head.

Wanna go head to head with other military geniuses? All you need is a TCP/IP connection. And guts.

To experience Close Combat visit your nearest recruiter or head straight for the battlefield at **http://www.microsoft.com/games/kickbutt/**

Download the trial version and start your basic training today.

Microsoft

Where do you want to go today?™

©1996 Microsoft Corporation. All rights reserved. Microsoft and Windows are registered trademarks and *Where do you want to go today?* is a trademark of Microsoft Corporation. Mac is a trademark of Apple Computer, Inc. ©1996 Atomic Games, Inc. All rights reserved. Atomic, Atomic Games and the Atomic Games logo are trademarks of Atomic Games, Inc.

COMPUTER GAMES STRATEGY PLUS ★★★★★ RATED



Where should I focus my guns on the Net? What's on the CD-ROM and how do I use it? How long after a Klingon Bird of Prey uncloaks do you have to lock on weapons and fire? What's up next month?

CG ON-LINE

http://www.zdnet.com/gaming



What's Up Online?

Check out the new look of our Web site, with expanded discussion forums, exclusive online coverage of gaming in cyberspace, behind-the-scenes looks at games in progress, and more. This month:

COMMAND & CONQUER: RED ALERT Strategies.

Get the edge on mixing it up with the Allied armies.

Quick-Start Guide to MECHWARRIOR 2: MERCENARIES MercNet.

Can't tell an IPX from an IRQ? We'll show you how to get online with minimum hassle.

demo from T.E.N. For QUAKE fans, Mplayer has provided us with the QUAKE Internet enabler. You can also develop your own QUAKE levels with the *CGW* exclusive of World Craft. And Nucleus Entertainment's QUAKE add-ons will let you throw banana peels and axes, or fly through QUAKE corridors with specially designed aircraft and jetpacks.

This month's playable demos include: NASCAR 2 by Papyrus, TROPHY BASS 2 and LORDS OF THE REALM 2 from Sierra, Viacom's BEAVIS & BUTT-HEAD: LITTLE THINGIES, Microsoft's MONSTER TRUCK MADNESS, and lots more—see page 14 for a complete list.



What's On The CD?

To seek out strange new media. To boldly go where no CD has gone before. These are the quests of the Starship CG-ROM. With special thanks to Interplay for the use of its artwork from STAR-FLEET ACADEMY, *CGW* takes over the virtual helm of the Enterprise to launch our usual plethora of playable demos.

CG-ROM

First up, PANZER GENERAL has been in *CGW*'s Top 10 Playing Lately list for nearly two years. Now you can play it online with a

How Do I Use It?

If you have Windows 95, installation is simple: The CD is Autoplay enabled—just lock-n-load. Otherwise, from Windows 3.x, select Run from the Program Manager menu, and type D:\RUN-ME (where D is the letter of your CD-ROM drive) to run it straight from the CD. Then type D:\INSTALL to create a CGW program group on your Windows desktop. If you have installed previous versions of the CG-ROM, this disk will use the program group already on your desktop.

How Do I Play The Demos?

To view the demos, first click on Editors' Hot Picks or Product Demos. Next, click on your favorite genre: Action, Adventure, Simulations, Sports or Strategy. Then click

The #1 Computer Game Magazine
Computer Gaming World
ZD

PUBLISHER
Dale Strang

EDITORIAL

Editor-in-Chief	Johnny Wilson
Managing Editor	Ken Brown
Features Editor	Denny Atkin
Reviews Editor	Terry Coleman
Technical Editor	Dave Salvator
CD-ROM Editor	Jill M. Anderson
Associate Editors	Jeff Green
	Elliott Chin
On-Line Editor/AOL	Kate Hedstrom
Assistant Editor	Allen Greenberg
Editorial Assistant	Charlotte Panther
Editorial Intern	James Burns
Contributing Editors	Scorpia (Adventure Games)
	Charles Ardai (Interactive Fiction)
	Loyd Case (Technology)
	Martin Cirulis (Science Fiction)
	Peter Olafson (Action Games)
	Paul Schuytema (Game Design)
	Rusel DeMaria
	(Online Editor-at-Large)
Founder	Russell Sipe

DESIGN

Design Director	Edwin C. Malstrom
Graphic Artist	Jack Rodrigues
Graphic Artist	Dan Fitzpatrick

PRODUCTION

Production Director	Carlos Lugo
Assistant Production Mgr.	Martin Walthall
Electronic Prepress	Michele Kellogg
	Tami Gargus

HOW TO CONTACT THE EDITORS

Address questions and feedback to CG Editorial, 135 Main St., 14th Floor, San Francisco, CA 94105. Or you may contact us via:

Phone: (415) 357-4900
Editorial Fax: (415) 357-4977
CompuServe: (76703,622)
America On-Line: CGW
Internet: 76703.622@compuserve.com
Web site: http://www.zd.com/gaming

ADVERTISING SALES

Associate Publisher
Lee Uniacke (415) 357-4915
East Coast District Sales Manager
Laura Salerno (212) 503-4851
East Coast Sales Assistant
Audrey DeJesus (212) 503-3926
NorthWest Territory Sales Manager
Cathy Conway (415) 357-4925
SouthWest Territory Sales Manager
Pat Walsh (714) 851-2556
Senior Account Executive
Marci Yamaguchi (415) 357-4920
Advertising Coordinator
Linda Philapil (415) 357-4930
Sales Assistant
Linda Fan (415) 357-5425

HOW TO CONTACT ADVERTISING SALES

Address inquiries to CGW Advertising, 135 Main St., 14th Floor, San Francisco, CA 94105; or call (415) 357-5425, fax (415) 357-4999.

SUBSCRIPTION INQUIRIES/ADDRESS CHANGES

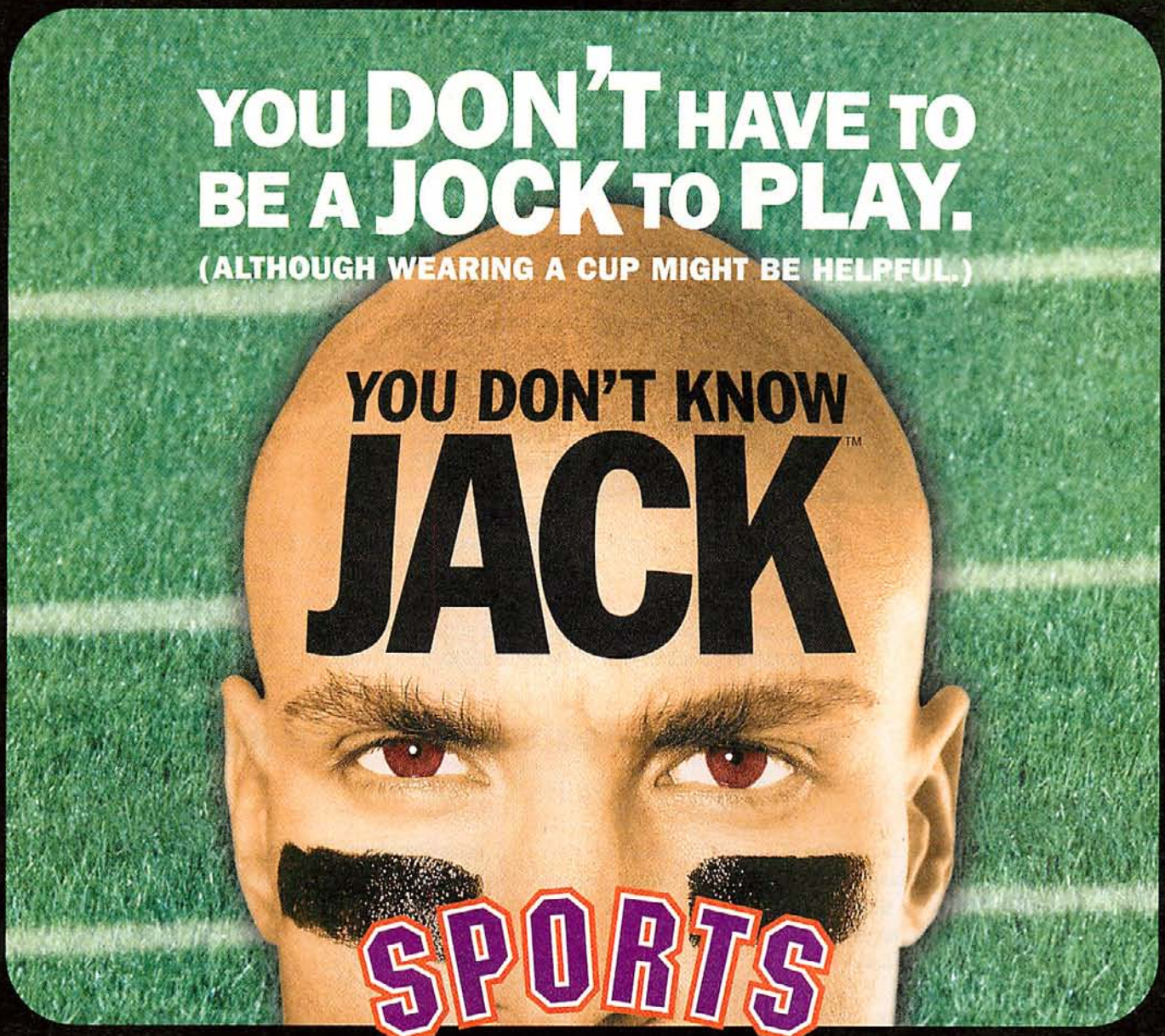
For subscription service questions, address changes or ordering information, call (303) 665-8930 or fax (303) 604-7455 within the U.S. and Canada. All other countries call (303) 604-7445 or fax (303) 604-0540, or write to Computer Gaming, P.O. Box 57167, Boulder, CO 80322-3131. The subscription rate is $27.94 for one year (12 issues). Canada and all other countries add $16 for postage. Airmail subscriptions are $78 per year. Payment must be in U.S. dollars made by check or money order drawn upon a U.S. bank. Visa, MasterCard, AMEX accepted.

BACK ISSUES

For back issues send $7 per issue ($8 outside the United States) by check or money order to Back Issues Dep't., Ziff-Davis Publishing Co., P.O. Box 53131, Boulder, CO 80322-3131.

YOU DON'T HAVE TO BE A JOCK TO PLAY.

(ALTHOUGH WEARING A CUP MIGHT BE HELPFUL.)



Ouch! YOU DON'T KNOW JACK Sports, is a totally irreverent, in-your-face trivia game with over 800 all-new, all-sports questions, complete with all the style and humor of the original award-winning YOU DON'T KNOW JACK. You don't have to be a sports fanatic to play, either. You just need a CD-ROM drive and a desire to have a ball. JACK Sports is a high octane mix of pop culture and sports delivered to your desktop quicker than a searing two-hopper to the hot corner. So put on some protection and check out our free demo at www.berksys.com, because unless we missed something, rookie, you don't know jack.

23 AWARDS AND WE JUST GOT STARTED. SO PLAY OR GET OUT OF THE WAY.

The irreverent quiz show party game



CD-ROM for Windows® 95, Windows 3.1 & Macintosh®

YOU DON'T KNOW JACK is a trademark of Jellyvision Inc. All text and sound © 1996 Jellyvision, Inc. The Jellyvision logo is a registered trademark of Jellyvision, Inc. Software, screen graphics, and packaging © 1996 Berkeley Systems, Inc. The Berkeley Systems logo is a registered trademark of Berkeley Systems, Inc. Microsoft and Windows are registered trademarks of Microsoft Corp. Macintosh is a registered trademark of Apple Computer, Inc.

BERKELEY SYSTEMS

Jellyvision

on the title of interest. Each demo has its own instructions for installation.



How Do I Get The Patch Files?

Click on Patches under the *CGW* Features, and then read the text window that has instructions on copying the files to your hard drive. You can also access the patches from a DOS prompt by typing D:\PATCHES (where D: is the letter of your CD-ROM drive) and copying them directly from there to your hard drive. We strongly recommend that you back up any previously saved games before installing a patch, as this may overwrite your existing program.

How Do I Get The CG-ROM?

Newsstand issues come in two flavors: with and without the CD. Each type is clearly marked. If you can't find the version you want in the store you frequent, encourage your retailer to carry it (or subscribe to ensure that you get a CD every month). To subscribe, simply call (303) 665-8930, and specify that you want the CD-ROM version.

Disclosure

As a matter of record, *CGW* voluntarily maintains a list of companies in which SoftBank, the parent company of Ziff-Davis Publishing Co., has an interest. It is available online at ttp://www.zdnet.com/gaming/disclaim.html and is updated when we become aware of such investments.

GAMES AND GOODIES ON THE CG-ROM

DEMOS AND STUFF	PLATFORM	DIRECTORY	EXECUTABLE
Admiral Sea Battles	Win 95	demos/admdemo	setup.exe
Battleground: Waterloo	Win	demos/bgw_demo	setup.exe
Beavis & Butt-head: Little Thingies	Win 95	demos/beavis	setup.exe
Display Doctor 5.3	Win	demos/display	sdd53.exe
Drowned God	Win 95	demos/drowned	drown.exe
Fire Fight	Win 95	demos/ffswcd	loader.exe
Game Guru: Game Enhancer	Win/DOS	demos/guru	gg.exe
Gubble	Win 95	demos/gubble	setup/setup.exe
Jonny Quest	Mac/Win	demos/jonnyq	setup.exe
Lords of the Realm 2	Win 95	demos/sierra/lords	setup.exe
Monster Truck Madness	Win 95	demos/mtruck	mtmtrial.exe
Mplayer: Quake Internet Enabler	Win 95	demos/player	setup.exe
NASCAR 2	DOS	n2demo	install.exe
NBA Full Court Press	Win 95	demos/fcpress	setup.exe
NBA Full Court Press Tutorial	Win/Win 95	via CD interface	none
NFL Quarterback Club 97	DOS	demos/acclaim	install.exe
Patches (for various games)	n/a	patches	none
PowerSlave	Win 95/DOS	demos/psdemo	ps.exe
Quake Add-ons	DOS	demos/quakextr	none
Quake Shareware	DOS	demos/quake	install.bat
Quake Textures for World Craft	Win 95	demos/qworld	none
World Craft: Quake Level Editor	Win 95	demos/wrldcrft	setup.exe
Risk & Battleship	Win 3.1/Win 95	demos/hasbro	Prev31.exe & Prev95.exe
T.E.N.: Panzer General	Win 95	demos/ten	setup.exe
Trophy Bass 2	Win 95	demos/sierra/tbass	setup.exe

LAB MONKEYS choose to stimulate their pleasure centers at the exclusion of food, water, sleep, and sex.

They're monkeys, WHAT'S YOUR EXCUSE?



BUNGIE introduces Marathon 2: Durandal, the highly addictive game for Windows® 95 that will leave you poor, hungry, naked, and cold. Within the ruins of an ancient civilization, you'll uncover long-buried secrets of a lost clan and use sophisticated weapons to battle nasty aliens. Take pleasure in 28 game levels that will churn your brain into foamy gray froth. The SVGA 3-D graphics and active stereo imaging don't suck either. And 13 levels of intense network play may cause you to wet yourself. Not that you'll care, monkey boy. MARATHON 2: DURANDAL. HOW WILL IT RUIN YOUR LIFE?

MARATHON 2
DURANDAL

Circle Reader Service #75

Coming Next Month...



THE ULTIMATE GAME MACHINE PART II

Next month we'll take you behind the scenes for a Jedi warrior's view of three hot new *Star Wars* games: REBELLION, a real-time strategy combat game; JEDI KNIGHT, the incredible action sequel to DARK FORCES; and X-WING VS TIE FIGHTER.

Also in January, we'll build the ultimate gaming machine from the ground up! From the motherboard to the monitor, we'll show you how to bring together the greatest technology to build your own dream machine. Don't miss it!

Hot Reviews For January

- **John Madden Football 97**
- **Wooden Ships & Iron Men**
- **Full Court Press Basketball**
- **Monster Truck Madness**
- **U.S. Navy Fighters 97**
- **Syndicate Wars**
- **Shattered Steel**
- **Toonstruck**
- **War Wind**
- **Hind**
- **9**

Strategy Articles In January

- **MechWarrior 2: Mercenaries**
- **Battleground: Waterloo**
- **Crusader: No Regret**
- **Star Control 3**
- **Deadlock**

HOW DO WE RATE?



Outstanding: The rare game that gets it all right. The graphics, sound, and gameplay come together to form a Transcendent Gaming Experience. Our strongest buying recommendation.



Very Good: A high-quality game that succeeds in many areas. May have minor problems, but is still worth your money, especially if you're interested in the subject matter or genre.



Average: A mixed bag. Can be a game that reaches for the stars, but falls short in several ways. Can also be a game that does what it does well, but lacks flair or originality.



Weak: A game with serious problems. Usually buggy, seriously lacking in play value, or just a poorly conceived game design—you should think long and hard before buying it.



Abysmal: The rare game that gets it all wrong. This is reserved for those products so buggy, ill-conceived or valueless that you wonder why they were ever released in the first place.

The New World Just Got Better



Conquest of the New World Deluxe Edition takes the award-winning strategy game and adds all the elements you asked for to create the definitive gaming experience.

"A Must for Strategists"
- Newsweek

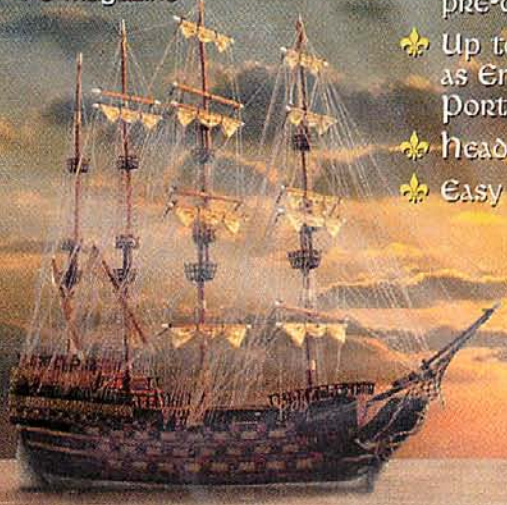
"Strategy fans will be in seventh heaven"
- Computer Gaming World

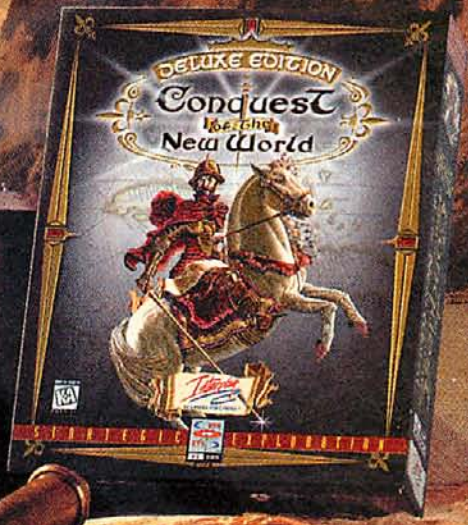
"Conquest of the New World is a classic"
- PC Magazine



- new! Expanded interactive diplomacy with the Mother Country and opponents
- new! A custom game editor lets you preset the world with populations, armies and colonies
- new! Extraordinary new natural wonders, resources, and gems
- new! Advanced game scenarios let you start a game with pre-developed colonies
- Up to 6 can play over a network as England, France, Holland, Portugal, Spain or the Natives
- Head to head and e-mail play
- Easy to use on-screen tutorial







DELUXE EDITION
Conquest of the New World™

Available on PC CD-ROM

Developed By
QUICKSILVER SOFTWARE, INC.

Interplay™
BY GAMERS. FOR GAMERS.™

Interplay Productions 16815 Von Karman Ave. Irvine, CA 92606
www.interplay.com

KIDS TO ADULTS
AGES 6+

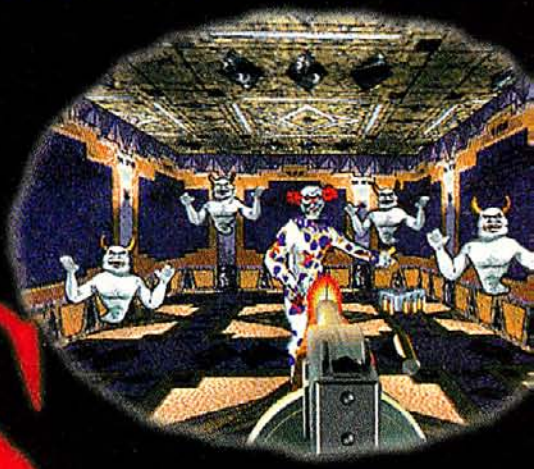
©1996 Interplay Productions. All rights reserved. Conquest of the New World and Interplay are trademarks of Interplay Productions. All other copyrights and trademarks are the property of their respective owners.
Circle Reader Service #169

SOME GAMES ARE TOUGH.



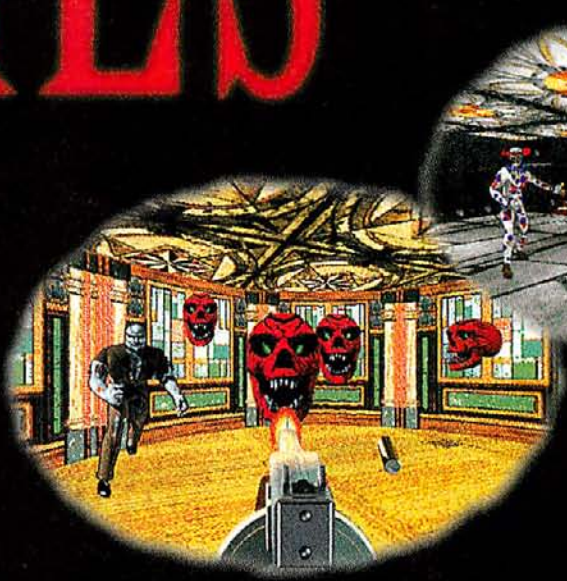
paranormal puzzles

A sophisticated shooter laced with dark humor, Killing Time™ is a fright-fest for the true aficionado



gallows humor

of first-person corridor mayhem.





You're trapped – locked in an island mansion crawling with the undead. Clear heads with a penchant for puzzle solving must prevail.





THIS ONE'S MURDER.

supernatural storyline

Use your brains and shotgun blasts to shatter the spell that has kept the island in a horrific limbo.



Afraid? Don't be. Visit your favorite retail haunt or to order direct, dial 1-800-336-3506, or summon us on the Web: www.3DO.com/studio3do

Windows 95 / Power Macintosh

EGGHEAD

EB electronics boutique

MEDIA PLAY

BEST BUY



3DO, Studio 3DO, the 3DO logos and Killing Time are trademarks and/or registered trademarks of The 3DO Company. All other trademarks or registered trademarks are the properties of their respective owners.
©1995, 1996 The 3DO Company. All rights reserved.

Circle Reader Service #124



Giving Gifts To Gamers

Finding The Right Gift For Those With An Interactive Lifestyle

In a switch from my usual format, I'm devoting this space to tips on shopping for computer game goodies. If you're not sure how to shop for those of us who have been virtually good all year, I hope it emboldens you to action. Finding the right game is rewarding in itself, but you'll be amazed how enthusiastically the recipient wants to share his/her new toy with you.









Imagine you had a gift list full of celebrities, and you wanted to give them the right computer game. How would you go about doing it? The whole process of choosing the right computer game is essentially a game of matching needs and interests with good games.

MAC OR PC?

First, know something about the individual's computer. Bill Gates may own a Mac or two, but it's unlikely that he uses them as his game machine. Somehow, I think buying a game in the Windows environment is more likely to please him. We'll probably buy him a copy of Internet-capable MONOPOLY or CAPITALISM. Ralph Nader probably only *has* a Mac, and probably considers the PC to be unsafe at any speed. He believes in truth in labeling, so he'd be willing to tell you whether he has an old 68020, 68030, 68040 or Power Mac processor. You need to know that, because if you buy him VIRTUAL POOL (so he can rack up balls without suffering from second-hand cigarette smoke), he'll need a Power Mac.

You'll also need do know the speed and memory of the individual's computer. Say Ronald Reagan hasn't upgraded his machine since his presidency. Even with a 386 machine and less than 2 MB of memory, he could still play an old version of PRESIDENT ELECT '88, but you might have to find a budget package of older games like THE DEFINITIVE WARGAME COLLECTION to meet his other gaming needs. Meanwhile, Nancy wouldn't even be able to consult the latest version of CYBERTAROT with that machine.

Of course, if you're buying for a Stephen Spielberg, an individual who upgrades his machine pretty regularly, loves action games and flight sims, and plays a lot of QUAKE, you've got an easier task. Just get him X-WING VERSUS TIE FIGHTER or the latest first-person shooter. You may set back shooting on his next film, but you'll make him happy.

PERIPHERAL CONSIDERATIONS

You used to need to know whether the gamer had a CD-ROM or not. Now, if they're gaming at all, they undoubtedly have one. The question is how FAST the CD-ROM drive is. A single-speed or 2x CD-ROM just doesn't cut it with today's games. You need 4x or faster. If, for example, you buy Hillary Clinton a copy of THE NEVERHOOD CHRONICLES (it's not a village, but a "neverhood"), it may play on a 2x CD-ROM, but the delightful animated cut-scenes will hang for a few seconds while the drive access tries to catch up with the onscreen action. The first lady may feel like a third-world lady because of the slow disk drive.

Does the gamer have a joystick or gamepad? Some games, like 1943: EUROPEAN AIR WAR, which we picked out for George Bush, require them. Other games, like the NBA FULL COURT PRESS we picked out for the often retired Magic Johnson, benefit from gamepad control.

Another significant peripheral you'll need to know about is sound card compatibility. If the individual's sound card is not Sound Blaster or Sound Blaster-compatible, you may wish to stick with Windows 95 products (assuming the gamer has Win 95). Windows handles most sound card drivers transparently and enables easier installation of games, as a result. Without this assist, there are still nightmares with such cards as the Gravis Ultrasound. Fortunately, all Sierra products take advantage of Win 95, so you can easily set up Supreme



IT SEEMS TO US

(CLICK)

SWINGING A CLUB

(CLICK)

IN MOST PC GOLF SIMS

(CLICK)

ISN'T EXACTLY LIKE SWINGING A REAL CLUB

(WHOOSH)



TRUESWING™ MAKES IT A WHOLE NEW BALL GAME.

In most golf CD games, they make you click three times to set your power and accuracy. But *Front Page Sports®: Golf™* gives you TrueSwing, where you actually pull the mouse back for your backswing, then thrust it forward to launch your shot.

SO REAL YOU CAN ALMOST SMELL THE GRASS.

Not only is the swing like real golf, so is the entire game: Texture-mapped graphics duplicate world-famous courses to within inches. So now you can play The Prince in Kauai or the Pete Dye Golf Club in Bridgeport, WV without collecting frequent flyer miles.



IT DOESN'T JUST LOOK REAL. IT PLAYS REAL.

Designed by Vance Cook, the genius behind Links 386, this new game gets a double eagle for authenticity: Super-accurate, physics-based ball movement Fully 3-D on-screen golfer mimics your swing 12 types of play, including skins, best-ball, and scramble Network play with up to 255 golfers. Any way you slice it (and we hope you don't) you'll be playing a game that's so real it's unreal.

©1996 Sierra On-Line, Inc., Bellevue, WA 98007. All rights reserved. ® and or ™ designate trademarks of, or licensed to Sierra On-Line, Inc.

SIERRA®

To order right this minute, see your retailer, call 1-800-757-7707, or track us down on AOL, Compuserve, or at http://www.sierra.com/games/fps

Circle Reader Service #111

Court Justice Clarence Thomas with what's likely to become his favorite adventure game, LEISURE SUIT LARRY 7: LOVE FOR SAIL.

Finally, you'll need to know about the individual's graphic card. Is it VGA- or SVGA-compatible? The stickers on game boxes (the fine print Mr. Nader reads) tell you what graphics resolution is required for each game. VGA is in decline, so you may have to resort to older games to reach gamers with older graphics cards.

VERY INTERESTING

Most importantly, of course, you need to match the game's subject matter with the individual's interests. One can easily imagine William F. Buckley, Jr., playing SMART GAMES 2: WORD PUZZLES or Robin Williams playing MONTE PYTHON'S SEARCH FOR THE HOLY GRAIL. The games fit the public personae.

The bottom line is to match interests with computer games. Just don't buy DUKE NUKEM 3D, NIGHT TRAP or MORTAL KOMBAT 3 for Tipper Gore. Sometimes, it's possible to mismatch the content of a computer game to a person, as wel as match the right one. Avoid any problems by using the checklist below.

Gift Giver's Checklist

It's easy to buy a computer game for a friend by using the following checklist. Give it a try and let us know if it's helpful.

1. Does the gamer use a Mac or IBM PC? Is the PC Windows 95-capable?
2. What is the processor and speed of the computer?
3. Does the computer have a CD-ROM? How fast?
4. Does the computer have a sound card? Is it Sound Blaster-compatible?
5. What is the graphics resolution? VGA? SVGA?
6. What are the gamer's interests?
7. Match the interests to the section of our Holiday Hot 100 and our Top 100:

INTEREST	SECTION
Aircraft, military aviation	Simulation
Auto racing, motorcycles	Simulation/Action Games
Brain teasers	Classics/Puzzles
Bird watching	(Close magazine, look elsewhere)
Card games, classic games	Classics/Puzzles
Children	Family Games/Stocking Stuffers
Computers	Hardware/Stocking Stuffers
Dungeons & Dragons	Adventure/Role-Playing
Economics	Strategy Games
Fantasy novels, myth, fiction	Adventure/Role-Playing
Fast-paced action, violence	Action Games
Football, baseball, golf	Sports Games
Mental stimulation	Classics/Puzzles
Military history	Wargames/Simulation
Politics	Strategy/Wargames
Science Fiction	Adventure/Role-Playing/ Space Combat/Strategy
Sports	Sports Games

ZIFF-DAVIS PUBLISHING GROUP

CHAIRMAN AND CEO Eric Hippeau

CONSUMER MEDIA GROUP

President J. Scott Briggs
Vice President J. Thomas Cottingham
Executive Director, Research Randy Cohen
Business Manager Cynthia Mason
Assistant to the President Francesca Koe

Ziff-Davis Publishing

President, U.S. Publications Ronni Sonnenberg
President, Interactive Media And Development Group Jeffrey Ballowe
President, International Media Group J.B. Holston III
President, Computer Intelligence/Infocorp Bob Brown
President, Training & Support Publishing Group William Rosenthal
Vice President, Chief Financial Office Timothy O'Brien
Vice President, General Counsel, And Secretary J. Malcolm Morris
Vice President, Human Resources Rayna Brown
Vice President, Planning Daryl R. Otte
Vice President, Production Roger Herrmann
Vice President, Controller Mark Moyer
Treasurer Thomas L. Wright

U.S. Publications Group

President, U.S. Publications Ronni Sonnenberg
President, Business Media Group Claude Sheer
President, Consumer Media Group J. Scott Briggs
Senior Vice President, Circulation Baird Davis
Executive Vice President, Business Media Group Don Byrnes
Assistant to the Chairman Tom McGrade
Vice President, Marketing Services Jim Manning
Vice President, Central Advertising Sales Bob Bader
Vice President, Product Testing Mark Van Name
Vice President, Circulation Services James F. Ramaley
Vice President Al DiGuido
Vice President Daniel Farber
Vice President Michael Miller
Vice President Paul Somerson
Executive Director, Licensing Gertrud Borchardt
Director of ZD Labs Bob Kane
Director, Benchmark Operation Bill Catchings
Ziff-Davis Magazine Network
Vice President/Managing Director Joe Gillespie
Executive Director Alicia Saribalis
Marketing Director Mike Perkowski
Directors Ken Beach, Michael Bird, Jeff Bruce, Kelly Lowman, Melinda Maginn, Debbie Moss, Julie Tuttle
Director of Public Relations Gregory Jarboe

PERMISSIONS AND REPRINTS

COMPUTER GAMING WORLD (ISSN 0744-6667) is published monthly by Ziff-Davis Publishing Division. Copyright © 1996 Ziff-Davis Publishing Division. All Rights Reserved. Material in this publication may not be reproduced in any form without permission. If you want to quote from an article, write to Chantal Tucker, One Park Avenue, New York, NY 10016-5802, or fax (212) 503-5420. For price quotes on reprints, please contact Ziff-Davis reprints at (800) 825-4237. Computer Gaming World is not affiliated with IDG. We periodically make lists of our customers available to carefully screened mailers of quality goods and services. If you do not wish to receive such mailings, let us know by writing us at Computer Gaming World, P.O. Box 57167, Boulder, CO 80322-7167.

Ziff-Davis Publishing Company
A Softbank Company

Audit Bureau of Circulations Member ABC AUDITED

CAVEWARS™

EAT THIS ROCK BOY!

It'll Rock Your World!

Ibido, the world of CAVEWARS, is a rockin' place to dwell. In a vast, maze of caverns, eight species wage an incredibly brutal war for survival. Your job, Commander: take control of these subterranean lifeforms and roll over the civilizations of your enemies.



It's Not All Blood 'n' Guts!

CAVEWARS is also a game of exploration and empire building. Play vs. as many as four computer or human opponents. Fight in "Ibido" or have the computer create a new underground world.

Dig It or Get Buried!

In the beginning, you have primitive weapons and magic and your empire is small. Manage your population and your troops, mine rich mineral deposits to forge new weapons, effectively research new technologies, and rediscover the lost spells of Gimlor. Now kick some serious butt and the vast levels of caverns will be yours!



ADVARI BERGBUI DWARF GAKKAR HUMAN NAMARIE TARCHON TROLL

CAVEWARS for IBM CD-ROM is available wherever great games are sold, or contact:

The Avalon Hill Game Company

DIVISION OF MONARCH AVALON, INC.

4517 Harford Road, Baltimore, MD 21214 • Toll Free: 800-999-3222 • Fax: 410-254-0991

http://users.aol.com/ahgames/avalon.html

Circle Reader Service #281


F22
LIGHTNING II
F-22
COMANCHE 3
ARMORED
FIST 2
M1A2-ABRAMS







AMONG OTHER THINGS, WE'VE BLOWN THE CRITICS AWAY.

Here's what the commanding experts of sims have to say about us:

"The F-22 here is by far the most strikingly rendered plane yet seen in a PC simulation."
- Denny Atkin
Computer Gaming World
September 1996

"The look of the sky as you soar through it, the glare of the sun and the shifting of your F-22 as you perform maneuvers are simply unparalleled in the world of flight sims...[It will] keep even the most jaded flight-sim fan glued to the monitor..."
- Glenn Broderick
Computer Player
September 1996

"Easy to play and still over the top in battle situations, not only will this version [Comanche 3] be plain fun, it'll look as fabulous upon arrival as the original Comanche did."
- Computer Games Strategy Plus
August 1996

"Still pictures can't do justice to the smoothness and beauty produced by Voxel Space 2. Players will have to see the game [Armored Fist 2- M1A2 Abrams] for themselves to appreciate just how groundbreaking NovaLogic's 3D engine really is."
- Next Generation
August 1996

Circle Reader Service #220

Comanche and Armored Fist are registered trademarks of NovaLogic, Inc. F-22, F-22 Lightning II, Comanche 3, Armored Fist 2 - M1A2 Abrams, Voxel Space, Voxel Space 2, NovaLogic, the NovaLogic logo and NovaLogic - The Art of War are trademarks of NovaLogic, Inc. All other trademarks are property of their respective owners. Copyright 1996 NovaLogic, Inc.

NOVALOGIC - THE ART OF WAR™

LETTER OF THE MONTH

THE UNBEARABLE RIGHTNESS OF BEING CONNECTED

I just finished reading your October issue, and I had to write to say you guys hit the nail on the head with this issue. I have been playing computer games for about eight years now and I have come to the point where I will not buy a game unless it has multiplayer (modem specifically) built into it. The games I now own are NHL 96, NHL 97, MADDEN 97, FIFA SOCCER 96, WARCRAFT II, COMMAND & CONQUER, TOP GUN, DUKE NUKEM 3D, LINKS LS (excellent modem play!), CIVNET, and QUAKE. The only [new] game that I have that [doesn't support] modem play is CIVILIZATION 2, which is a good game, but man would that be good with modem and Internet play!!!

My point is that game publishers have to start to realize that they are throwing away a great deal of customers because they have no modem play. I am a huge fan of EA Sports games. I was so excited when I saw that NBA LIVE 96 was out! When I saw that it didn't have modem play, I didn't even bother with it. Same thing with Virgin's POWERPLAY 96, a fantastic game with two players, but boring with one player, and no modem play.

Game publishers take note. Not only do gamers not buy your games without modem play, but they remember that you didn't have it before. Gamers do hold grudges!

Mike Frame
Ottawa, Ontario, CANADA

KALI—THE DESTROYER

In your October issue you rated the best game nets. While I agree that T.E.N. sounds like a good game net, I don't think it is the best. I feel that KALI is the best, having close to a hundred servers and over 30,000 members with all network playable games supported.

How can you beat the $20 for life membership, and no hourly fee? Your failure to even mention this game net is unacceptable. Did T.E.N. pay you not to mention Kali, or do you just not research your stories carefully? You really dropped the ball on this one.



Don Sturgeon
via the Internet

We received several letters like yours criticizing our failure to include Kali in the October issue on Internet gaming. No, T.E.N. didn't pay us to omit it, and yes we researched our feature thoroughly. Our "mistake" was in covering Kali and Kali 95 a month earlier to coincide with our network gaming feature. Since Kali enables you to play games over the Internet as though they were IPX network games, it seemed to fit there. (Kali even quotes from our article on its Web site; we hope T.E.N. doesn't find out.)

Anyways, we apologize for not including Kali in the October feature, and agree that $20.00 is a great deal. Just to clarify, Kali has over 50,000 users worldwide, and supports a large number of multiplayer games over the Internet, including COMMAND & CONQUER, DEADLOCK, DESCENT & DESCENT 2, DOOM & DOOM II, DUKE NUKEM 3D, EF2000, MECHWARRIOR 2, MORTAL KOMBAT 3, QUAKE, TOP GUN, WARCRAFT and WARCRAFT 2.

Kali's Web site is **www.axxis.com/kali**. *If you want to see Loyd Case's CGW article on how to get started on Kali, visit the CGW Web site at* **www.zd.com/gaming**.

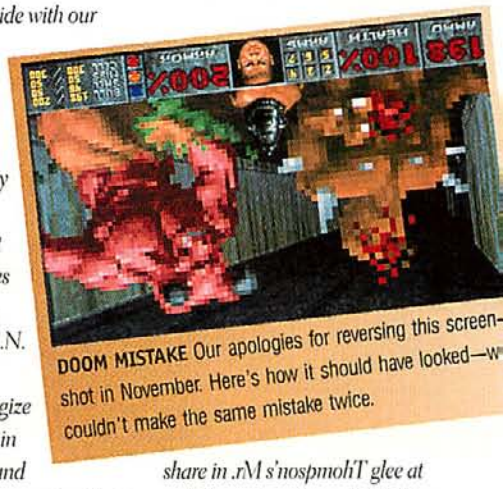
LET'S PLAY THE BACKWARDS GAME

I just picked up the 15th anniversary issue and I must say sections devoted to the best, worst, etc., games are interesting and amusing to read. My favorite article was the 150 best games section. All my picks were there including the grandaddy of all first-person shoot-em-ups—MOOD (pg. 65). Your pulse really pounds when you see your HTLAEH at %001 and your OMMA is down to 891 from a full load of 002 !!!

taerG eussi, I kool drawrof ot erom dna snoitalutargnoc no 51 sraey fo WGC.

nospmohT .T

Ha ha. Ho ho. Okay, real funny. For any readers who would like to share in .rM s'nospmohT glee at pointing out our bugs, he's talking about the flipped DOOM screenshot in our November issue.



DOOM MISTAKE Our apologies for reversing this screenshot in November. Here's how it should have looked—we couldn't make the same mistake twice.

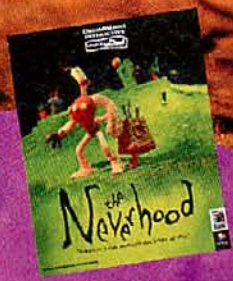
Firing Line

We prefer you e-mail us at one of these addresses:
CompuServe: 76703,622
Internet: 76703.622@compuserve.com
or write to:
Computer Gaming World
Letter To The Editor
135 Main Street, 14th Floor
San Francisco, CA 94105

You're Fighting to protect good and Restore the Rightful King to power.



The Bad News is you're the guy on the right.







"Clever, an utterly different vision and experience from all the lookalike games..."
—NEWSDAY

The good news is you're a lot smarter than the guy on the left. Good thing, considering you'll have to solve more than 60 puzzles in order to succeed in the twisted, clay-animated world of Neverhood. You'll help Klaymen avoid pitfalls, collect clues, and kick a little clay butt. All to defeat the evil Klogg and bring the Neverhood back to normal. At least, as normal as it ever gets. [www.DreamWorksGames.com]

DREAMWORKS INTERACTIVE

the Neverhood™

"Embark on a clay adventure that breaks the mold."

© 1996 Dreamworks Interactive L.L.C. All rights reserved. "The Neverhood" is a registered trademark of The Neverhood.

BIBLE OR BADASS?

I was sorry to see the word "badass" on the cover of your October 1996 issue, if for no other reason than the fact that I had to explain to my kids why it was all right for you to put the word on the cover, and all right for me to read the magazine, but that it was not all right for them to use the word in conversation. I am not objecting to "mature" content in your magazine. I am merely disappointed that it was featured on the cover. CGW is clearly no longer the magazine that included Bible references in the masthead, and not all of the changes over the past 10 years have been positive.

Jamie Adams
via the Internet

School teachers often say that coarse language is a placebo for a limited vocabulary. They may have had a point, but somehow using cover lines like "Seven Prodigious Fighting Games," "7 Powerful Pugilistic Experiences," or "Seven Sanguine and Stimulating Fighting Games" just didn't fit the message. For better or worse, we thought that "badass" fit the tone of the games better than some more sesquipedalian adjectives could have. The cover line was intended to shock or stimulate rather than offend. As for the Bible references, believe it or not, we used to receive offended letters on those, too. And we also agree that change is a mixed bag. Of course, we believe most of the changes have been positive or we wouldn't have instituted them.

TALKIN' BASEBALL

Cushing in a letter always seems a little strange, but your review of Front Page Sports Baseball 96 has pushed me over the edge. First, a big thanks for having a regular sports section in your magazine; it has always been a game type ignored by lots of gaming magazines. The game type sections you use help keep a broad coverage of all types of games.

On to the real reason I'm writing, your review of FPS Baseball 96. Your review was right on the money and brutally honest. Something other gaming magazines and most other mainstream magazines in general won't do. Sierra obviously pushed a beta version of a game out the door with FPSBB 96 and then spent forever not talking to their costumers and eventually releasing a patch that, while fixing a long list of bugs, did not get the game to a fully playable state. Now, rumor has it that Sierra won't release another patch for this game. Can you say, "Outpost?" They made eye candy and that's it, and it is by far the most disappointing game I've ever purchased.

In waiting for the patch, my 30-day money back guarantee ran out. So I'm stuck with one of the biggest game lemons of all time. I hope Sierra gets a free copy of the review. Thanks for the honesty!

Mike Howes
via the Internet

Sierra did indeed see the review. We'll see in the future if it had lasting impact.



BASEBALL BANDAID Since our review, Sierra released a patch for FPS: Baseball Pro '96, which fixes many of the statistical and AI problems. You can download the patch at http://www.sierra.com.

CONSUMER RESEARCH

I, like many gamers, am trying to tell my computer that the sky is the limit. Yet it will not agree with me, since I don't have a top sounding wavetable. So I've done some researching on the Internet and found some really valuable information, not only on the boards themselves but on MIDI, XG and other terms as well, which are all such vital elements for a sound card to have.

I read everything and came to the conclusion that the market has practically been dominated by the Roland and Yamaha products. Although Roland isn't focused on the computer world anymore, they still have one off-the-top—sounding wavetable daughterboard: the Roland Sound Canvas SCD-10/15. Unfortunately I discovered that my Sound Blaster 16 Value Edition doesn't have a waveblaster connector. So if I don't want to buy a new SB16 with connector, I'm stuck....I thought.

Luckily, I discovered the Yamaha products: Yamaha DB50XG and Yamaha SW50XG. Although the DB50XG is a daughtercard, the SW50XG is a stand-alone wavetable card that produces the same quality as the DB50XG and can be plugged in next to the already present Sound Blaster 16 or Sound Blaster—compatible card.

I also came across this great site: http://pubweb.acns.nwu.edu/~jll544/sndsmpl.html. Here, samples of different sound cards were downloadable. So you can actually hear what a tune would sound like on another soundboard. And you've got to believe me, gamers who haven't heared MIDI sounds yet are urged to have a look at that site. When I first played the FM/OPL-3 sound and then let the Roland and Yamaha rock, I was swinging my butt all over the room before I could say "wow!"

Anyway, to make a long story short, I'm very keen on buying the Yamaha SW50XG now. Good choice? Or better buy another SB16 and stick the SCD-15 on it? If you prefer another card, please tell me. Like I said, I would probably value your opinion above any other!

For those who are also interested, here are some of the sites: http://www.rmplc.co.uk/rmplc/rmd/mustech/intsou.html; http://www.yamaha.com; and http://pubweb.acns.nwu.edu/~jll544/sndsmpl.html.

Well now, about how brilliant your magazine is. I don't think I'll begin to praise you because I fear I won't stop. But for the record, you and your magazine are great!

Eric Smalley
Amstelveen, The Netherlands

We think you're right. The XG chip sets are the high-end choice now that Roland has unilaterally abdicated the market.

Corrections

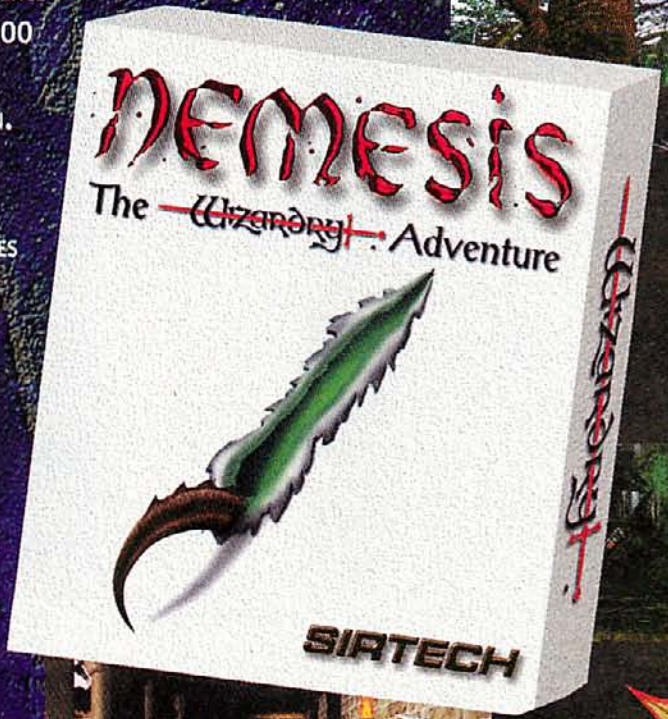
In last month's issue we attributed the #5 vaporware title of all time, 20,000 Leagues Under The Sea, to Reichart von Wolfshield. Although Wolfshield was involved peripherally with the project, Jim Sachs was the game's designer. Also, it apparently wasn't Disney's legal department that torpedoed the game's release, but a planned tie-in with a 20,000 Leagues feature film that never came to fruition. Wolfshield said there's still hope that the game could eventually see the light of day.

Only one adventure has earned the Wizardry title...

THE WIZARDRY SERIES HAS SOLD MILLIONS OF COPIES WORLD WIDE. THIS FALL, SIRTECH USHERS IN *NEMESIS*, THE WORLD'S FIRST *WIZARDRY ADVENTURE*. AT SIRTECH "WIZARDRY" IS A NAME A PRODUCT EARNS, AND *NEMESIS* HAS BEEN PUT THROUGH THE WRINGER.

OVER 3 GIGABYTES (5 CDS) OF INTENSE VIRTUAL WORLDS BRING NEW MEANING TO THE PHRASE "EPIC STORY." WITH THE DELIBERATE ABSENCE OF VIDEO, *NEMESIS* COMBINES OVER 10,000 FRAMES OF ORIGINAL 3D ART AND SVGA ANIMATIONS, WITH REAL TIME INTERACTION.

THIS IS AN INTENSE STORY ABOUT VIRTUAL BEINGS WITH REAL LIVES AND REAL ENEMIES THAT MAKE YOUR VISIT REAL UNPLEASANT. *NEMESIS* MARKS THE BEGINNING OF YET ANOTHER *WIZARDRY LEGEND*.



COMING SOON

TO ORDER, VISIT YOUR RETAILER, OR CALL: (800) 447-1230. ASK FOR OPERATOR 75.

SIRTECH

PO BOX 245, OGDENSBURG, NY 13669-0245
TEL: (315) 393-6633 FAX: (315) 393-1525
E-MAIL: 76711.33@COMPUSERVE.COM
Circle Reader Service #165

WWW.SIR-TECH.COM

Wizardry is a registered trademark of Sir-tech Software Inc.

OFFICIAL SPONSOR USA BOBSLED

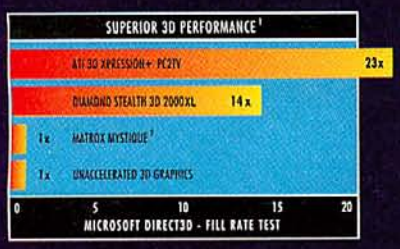
3 OUT OF 4 GAME CHARACTERS SURVEYED

would rather crush and destroy you while playing on a PC with

ATI 3D XPRESSION+ PC2TV.

And that's just because that one last game goon hasn't seen what this sucker can do. How the ATI 3D XPRESSION+ PC2TV™ lets you plug your PC into your TV (in addition to your monitor) for the ultimate big-screen spine-chiller that blows away those game consoles once and for all. Or how ATI's new 3D accelerator technology breathes life into everything on your screen. With face-blasting speed, butter-smooth detail and 65,000 crazy colors.

	ATI 3D XPRESSION+ PC2TV	MATROX MYSTIQUE	DIAMOND STEALTH 3D 2000XL
Output to TV	•		
1600x1200 (NI)	•		
3D Texturing (Bi-linear)	•		•
Smooth Video Scaling	•	•	
Price	$199 (2MB)	$219	$199



All because we build more features right onto the board than Matrox, Diamond or anyone else. Really cool stuff like Gouraud shading, bi-linear filtering, perspective-correct texture mapping and fog effects. Which, as we all know, means scarier realism and faster response than dad's Porsche flat out on the freeway. You also get total game acceleration in 3D and 2D with Direct3D and DirectDraw support for Windows 95, fast DOS performance and jaggy-free, full-screen, full-motion TV-quality MPEG video playback. Plus you get the ATI Software Superpak with the hottest 3D games and 3D Web Browser software absolutely free. So why die an ordinary death when it's so much more fun getting dusted with the new ATI 3D XPRESSION+ PC2TV graphics accelerator upgrade. Available in 2MB or 4MB versions. See it now at your dealer. Call us at 905 882-2600 (press 2 for faxback). Or check out all the details at www.atitech.ca.



© ATI Technologies Inc., 1996. ATI, 3D XPRESSION+ PC2TV and NOW YOU SEE IT are trademarks and/or registered trademarks of ATI Technologies Inc. All other company and/or product names are trademarks and/or registered trademarks of their respective manufacturers.
1. Test conducted using Microsoft Direct3D Fill Rate test in bi-linear. 2. Matrox Mystique does not support bi-linear texturing in hardware.

Circle Reader Service #106

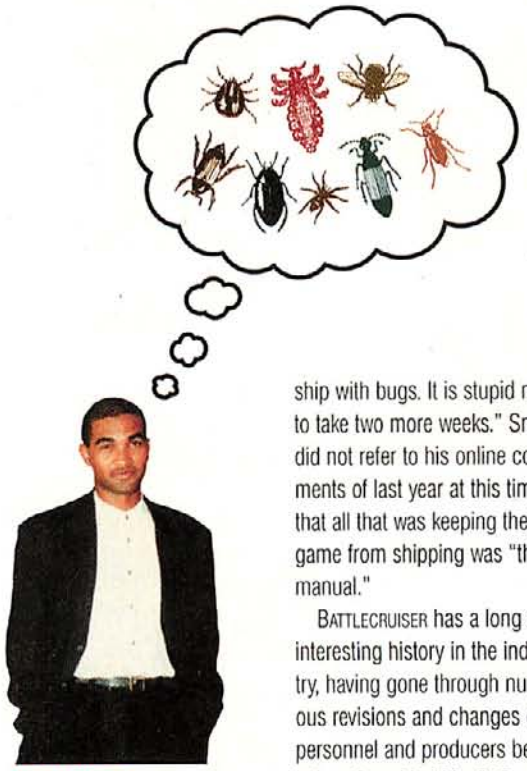
Battlecruiser Captain Makes Last Stand

BC 3000 Designer Protests Game's Release, Citing Bugs

Seven years in development, Derek Smart's BC 3000 finally shipped in mid-October, but not without a last-minute fight from the game's embattled creator. According to sources within Take 2, designer/programmer Smart was removed from Take 2's Latrobe, PA, production facility following a heated dispute over the company's plans to release the game. Smart was subsequently banned from Take 2's offices, and the company reportedly hired a security team to guard their offices for the last week of production.

Officially, Take 2 had no comment on the incident. Privately, however, sources within the company indicated that Smart was removed by police and that he attacked a Coca-Cola machine during the incident. Smart confirmed that a blowup had occurred, though he denied any physical violence.

According to Smart, the confrontation occurred as a result of Take 2's intention to master and ship the game in spite of a number of known bugs in the final copy. "They just wanted to make their release date, and instead of waiting two weeks [for patches] they are shipping the game without a bug test," he said. "Seven years of development went into making this game and now it is going to ship with bugs. It is stupid not to take two more weeks." Smart did not refer to his online comments of last year at this time that all that was keeping the game from shipping was "the manual."



Derek Smart

BATTLECRUISER has a long and interesting history in the industry, having gone through numerous revisions and changes of personnel and producers before being signed by Take 2. Smart confirms he has acquired a reputation of being "eccentric and difficult to get along with."

A source near the development team who refused to be named said that working with Smart was like being in the movie *Apocalypse Now*. "You're on a boat ride and you can't even imagine what is lying at the end of the ride," the source quipped.

Smart, for his part, maintains that his reputation is simply the result of dedication to releasing the best game. He added that he will be working on creating and distributing patches, on his own if necessary, to ensure that the game works as originally designed and lives up to its potential of being, in his words, "the best game of the century."—*John Withers*

ON THE SHELF

Here are some of the hottest products on the market, as well as the ones that frankly ain't so hot. Reviews for most are coming soon.

HIND

CG HOT

Even if you weren't a big fan of its predecessor, APACHE, you should still take HIND for a test flight. Building on the same basic engine, HIND adds a much better flight model, individual ground troops, working multiplayer support, and a better variety of missions to the mix. The Hind is a simpler helicopter than the Apache, so combat is less electronic and more personal, but an AI weapons systems officer is available to help out during hectic battles. The addition of ground troops gives this simulation a uniquely rich environment—especially the ground troops pointing shoulder-mounted SAMs at your helicopter... —*D. Atkin*



Interactive Magic, (919) 461-0722

PC and Win 95 CD-ROM

Reader Service #301

THE 'FINISHED' PRODUCT: A BUGGY BATTLECRUISER

Many developers would give their left mouse-button finger for the chance to spend seven years on a game. Given that much time, many designers could tweak every aspect of a game to their liking. So what happened to BATTLECRUISER 3000AD?

After countless missed ship dates, there's every appearance that Take 2 got fed up and shipped the most recent build, despite it being at least a month from completion. It was certainly never play-tested, as major portions of the game—including fighter combat—are completely unplayable.



HOW DO YOU FLY THIS THING? Pitiful documentation and numerous bugs consign you to the bridge of a crippled ship.



BATTLESTAR CATASTROPHICA The graphics in BC3000 have improved, but the game still isn't finished.

Initial play strongly suggests it has potentially the richest universe yet seen in a SF game. You're commanding a spacegoing carrier (think BATTLESTAR GALACTICA) loaded with interceptors, shuttles, ATVs, and jetpack-equipped marines. Along with combat and trade, you also deal with crew management and galactic diplomacy. You can fly missions assigned by GALCOM, or just explore the universe. Amazing possibilities abound—one player reported coming out of hyperspace in a battle between two ships, where he promptly tractor-beamed the damaged ship and sold it at the next outpost.

Alas, bugs and unfinished features proliferate. The game crashes constantly, waypoint commands don't work, ground-based targets seem invulnerable, turret targeting is hosed, and there are numerous other problems. The worst transgression is the game's manual. A pitiful 30-page pamphlet and a two-sided card packed with commands (but not all of them) in tiny print, it doesn't begin to provide players enough information.

A patch released in late October fixed many game-stopper bugs, but many problems remain. Smart promises to ship a full manual to registered users, and to release two patches a month until the game's complete. Gamers who've followed the game's seven-year saga wonder how many more will pass before it's finished.—*Denny Atkin*

9



9 has received a lot of media attention because of its pedigree. This is the first game from actor Robert De Niro's Tribeca Interactive, and it features a bunch of Hollywood names, which makes the mainstream press think they're looking at something important. Which isn't to say that this game isn't worthy of attention. It's just that, for experienced adventure gamers, there's not much new here—other than some impressively bizarre psychedelic artwork by Mark Ryden, and voice acting by such talents as Jim Belushi and Cher.

The story is that you've inherited a rundown resort from your uncle (Christopher Reeve), that needs to be restored. Once you enter the resort, you find it has become a nightmarish,



Dr. Seuss-on-acid funhouse, full of odd gadgets and a pair of sinister, flying creatures (Aerosmith's Steve Tyler and Joe Perry) who taunt you as you explore the place. Uncovering the mystery of 9 involves solving a series of mildly challenging, MYST-like puzzles: fixing a steam boiler, pulling levers, figuring out a musical sequence on an organ, etc. I thought it was so-so, unless Mr. De Niro comes looking for me, in which case I loved it.—*J. Green*

GT Interactive, (212) 726-6500

Windows 95 and Mac CD-ROM

Reader Service #302

DEADLY TIDE



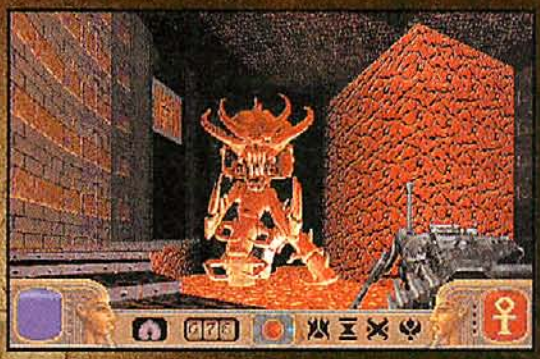
Microsoft is really banking on this title's gorgeous graphics to elevate it to hit status, but they must have forgotten the key ingredient for a winning formula: gameplay. While DEADLY TIDE sure looks like one of the most beautiful games ever rendered, it also has some of the most limited gameplay.

Aquatic aliens have invaded Earth, and after decimating the entire space defense system, they've settled onto the ocean floor. Using their technology, they've managed to flood over 80



Lobotomy™and Powerslave™are trademarks of Lobotomy Software, Inc. ©1996 Lobotomy Software, Inc. All rights reserved. PIE is a trademark of Playmates Interactive Entertainment, Inc. Artwork and design ©1996 Playmates Interactive Entertainment, Inc.

The darkness of ancient Egypt and evil alien forces, possessing horrifying powers, have taken possession of the ancient city of Karnak. And these landlords are exacting extremely high rents. Like an arm and a leg…or worse.



Airdropped into first person and third person landscapes, you must swim, crawl and otherwise run like hell through **30-plus levels** of gameplay. Unique **Stacked Sector Technology™**

immediate occupancy.



allows you complete 360° freedom of gameplay. With just a machete to begin with, search for **6 other weapons** like hand grenades, a flame thrower, an M60 machine gun and a magical cobra staff. **Dynamic lighting** allows for stunning visual effects. Cross bridges, crawl through tunnels and swim through underwater grottos. Your only salvation is the guiding Spirit of the Great Pharaoh Ramses. He's the only one in this godforsaken neighborhood who wants to help you get a forwarding address.



So welcome to the nightmare of Ramses' tomb. And enjoy your stay. It may last forever.

PLAYMATES INTERACTIVE ENTERTAINMENT PIE

611 Anton Blvd.
Suite 500
Costa Mesa, CA 92626
(714) 428-2100

POWERSLAVE

http://www.playmatestoys.com

PC CD-ROM

Fully networkable up to 4 players.

Circle Reader Service #252

SSI's New Order Of Battle

Pacific General and Panzer 97 Lead New Gaming Assault

After the runaway success of PANZER GENERAL, SSI received dozens of suggestions for future games in the series. According to SSI's Bret Berry, the most requested site was the Pacific theater of WWII, which, with its emphasis on naval and amphibious operations, poses some unique problems for the classic PG system. SSI took on the challenge anyways, and the result will be called PACIFIC GENERAL. The naval rules for the upcoming game are totally different from PANZER GENERAL, from ranged off-shore bombardments to the ability to stack multiple naval units in a single space. You'll even have a simple, efficient method of refueling your naval aircraft and setting your combat air patrols. Lest you think that the game should instead be called "Pacific Admiral," keep in mind the ferocious ground fighting on the island of Guadalcanal and Iwo Jima; the Japanese invasion of Manchuria prior to WWII will also be included. There will be campaigns from both the Allied and Japanese sides, with plenty of hypothetical options available, such as invading Japan in 1945 (or invading the USA, for that matter). And if that isn't enough, there's even a battle editor thrown into the mix to generate your own Pacific scenarios.



PRETTY AS A PICTURE SSI's next Panzer General boasts gorgeous hand-rendered terrain and 3D tanks. Check out the detail on those Panther Vs!

As nice as PACIFIC GENERAL is, it can't hold a candle to the graphic splendor of the new version of PANZER GENERAL (PANZER 97). The gorgeous hand-rendered terrain maps are a perfect backdrop for the digitized 3D tank models, the crisp, clear rivers, and the stately European towns. The game system has also been revamped, with smoke, craters and even a little range fire. In addition, the campaigns and battles have all been redesigned, and they will be playable from the Allied side. But don't expect STEEL PANTHERS-style realism; the emphasis here is still on fast, furious fun.

If your battle plans run more toward real-time, SSI's fall 97 lineup tackles a lot of time periods. SHIP OF THE LINE looks to throw a broadside into TalonSoft's AGE OF SAIL, but it's really more of a sim than a wargame. ADEN QUEST (working title) goes for fantasy combat on less of a grand scale than WARCRAFT II or SSI's own WAR WIND. Finally, there's a real-time historical wargame that may actually work: an SVGA update of the classic COMPUTER AMBUSH. We'll keep you posted from the front.

ON THE SHELF



percent of the world. Unless you stop them with your experimental aquatic craft, Earth will be permanently submerged.

The pre-rendered game graphics certainly are good, but that also means gameplay is restricted to shooting on rails. Occasionally you will be given the freedom to rotate a full 360 degrees, but you can't move forward or backward until the computer does so for you.

Ultimately, the best feature of the game is the rendered introduction and story, which look so good that you'll painfully brave the rail gameplay just to advance the story line to see what happens next.—*E. Chin*

Microsoft, (800) 344-2121

Win 95 CD-ROM

Reader Service #303

LIGHT HOUSE

CG WARM

Yet another puzzle world presents itself, this one courtesy of Sierra On-Line. It's name, as well as its entranceway, is LIGHT HOUSE, and while the contents of the house are certainly puzzling enough, they also come together to relate a cohesive mystery not often found in challenge collections of this type. You've stumbled across the work of the mysterious Dr. Krick, who, along with his infant daughter, has disappeared under mysterious circumstances. To follow the doctor's pathway into an enigmatic portal you'll need to solve the puzzles that block your way.

What makes the game several cuts above your standard MYST-alike is its engaging story, which connect its puzzles and gives them a



Get SUCKED IN

with the awesome power of

ATI 3D RAGE II.



Warning!

The all new ATI 3D RAGE II™ chip is blasting a new path of ferociously fast performance on today's hottest new 2D, 3D and D3D games. With absolute bleeding edge 3D realism and amazing real-time response. You get ATI 3D RAGE II on ATI 3D graphics upgrades with features like PC2TV which let you use your TV as your monitor. Plus it's built right into the hottest new Pentium systems from top manufacturers. For the latest blast of facts on these and other Direct 3D,™ Direct X™ and ATI 3D Enhanced games, infiltrate our web site at www.atitech.ca/3dalley. The new ATI 3D RAGE II chip. It's a whole new way to get blown away.



NOW YOU SEE IT.™

© ATI Technologies Inc., 1996. ATI, RAGE II, 3D XPRESSION+ PC2TV, 3D PRO TURBO PC2TV and NOW YOU SEE IT are trademarks and/or registered trademarks of ATI Technologies Inc. All other company and/or product names are trademarks and/or registered trademarks of their respective manufacturers.

Top Game Companies March To The Real-Time Beat

With the phenomenal success this past year of WarCraft II and Command & Conquer, gamers are crying for more real-time warfare, and gaming companies are obliging. This holiday season, and a few months beyond, over half a dozen good real-time titles are arriving to attract fans to this expanding new genre.

StarCraft is probably the most eagerly anticipated of all the real-time games, but fans will have to wait another half year for that title. Blizzard now says the game will ship in June of 1997. Look to the March issue for a full-blown sneak preview of StarCraft as we'll have an exclusive on the StarCraft code.



REBELLION LucasArts is working on its first real-time strategy game, Rebellion, which will be set in the Star Wars universe.

Red Alert is on track to hit its December 19 ship date, so you could be seeing it on the shelves as you read this. Turn to our Hands On section this month for a hands-on preview of this amazing real-time heir to Command & Conquer.

Aside from the two juggernauts of real-time wargaming, several other notable game companies are joining the fray. LucasArts has announced a title that everyone has been clamoring for: a real-time *Star Wars* strategy game. Called Rebellion, this real-

▶▶▶continued on page 43

PLAYING LATELY?

Here are the games readers are actually blowing the most time with, as opposed to the readers' overall "quality ranking" in the Top 100.

READERS' TOP 10

There's little change in the top ten list this month. Civilization II, Duke Nukem 3D and WarCraft II monopolize the Top 3 positions for the fifth consecutive month. Steel Panthers sneaks into the sixth place knocking Doom II back down to seventh.

You'll no longer find the CGW Poll Card bound into the magazine, but check your mail box: We mail a survey to 1,500 randomly chosen subscribers each month, and we use the results to calculate the Top 100 and Playing Lately each month.

		Last Month	Months On Chart
1.	**Civilization II** (MicroProse)	1	7
2.	**Duke Nukem 3D** (3D Realms)	2	8
3.	**WarCraft II** (Blizzard)	3	10
4.	**Command and Conquer** (Virgin/Westwood)	4	13
5.	**MechWarrior 2** (Activision)	5	12
6.	**Steel Panthers** (SSI)	7	12
7.	**Doom II** (id Software)	6	9
8.	**Heroes of Might and Magic** (New World Computing)	8	12
9.	**Panzer General** (SSI)	9	21
10.	**Wing Commander IV** (Origin)	10	11

ON THE SHELF

purpose for being solved. The puzzles themselves are fairly difficult, but not unreasonable. The addition of adventure to puzzle makes for a healthy mix and leaves Light House a solid structure indeed.—*A. Greenberg*

Sierra On-Line
(800) 757-7707
PC CD-ROM
Reader Service #304

SHATTERED STEEL

If you're looking for a giant robot game with more emphasis on action than simulation, Shattered Steel might appeal to your more "mech" instincts. But once you get past the admittedly beautiful graphics and the shallow learning curve, you find a game that appeals mostly to the novice robot pilot. There are plenty of missions, all of which take place on dynamic terrain that can be pyrotechnically modified with your shots. For instance, you can trap an enemy attacker by punching a hole in the ground with a mortar.

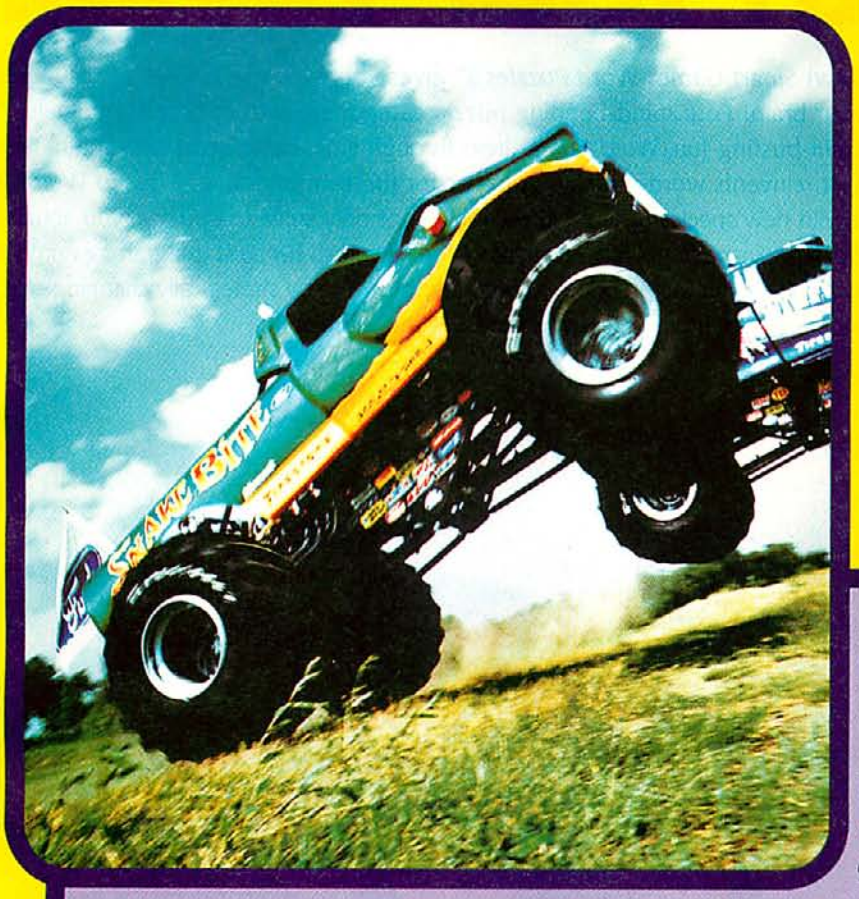
Then again, Shattered Steel's missions are occasionally frustrating, and it's a very simplistic game compared to MechWarrior 2. The glitches that plagued the initial version are mostly taken care of by the patch that developer Bioware released within days of the game's release—which makes you wonder why they (like so many other companies) didn't just test the game for another week before shipping. In any case, a mission builder is promised as an add-on, leaving gamers to decide if the potential of the game is worth the wait.—*T. Nguyen*



Interplay, (800) INTERPLAY
PC CD-ROM
Reader Service #305

BIGGER

IS BETTER.





Bigger tires.
Bigger competition.
Bigger thrills.
Bigger mud-spitting,
bone-jarring, ground-pounding racing.
This is Monster Truck Madness.™

Strap yourself into a 1,500-horsepower tower of American pig iron, punch it when the light turns green, and you're in for the biggest race of your life. Drag. Circuit. Rally. Race any way you want. At any level. Over any kind of terrain. On or off the track. You can even force-feed your buddies mud pies over the Internet.

So go Go GO to

www.microsoft.com/games/monster/

for a free test drive. And see how you measure up.





Microsoft
Where do you want to go today?®

©1996 Microsoft Corporation. All rights reserved. Microsoft and *Where do you want to go today?* are registered trademarks and Monster Truck Madness is a trademarks of Microsoft Corporation.
©1996 Terminal Reality, Inc. All rights reserved. All other products and company names mentioned herein are the trademarks of their respective owners.



"4 out of 4 Stars!"
–New York Daily News

"Run out and get this disk!"
–Games Magazine

"A Puzzle-meister's delight!"
–Computer Gaming World

Everybody's raving about the best-selling *Smart Games Challenge 1.*™ It's fun for your brain, not your trigger finger. Now available for both MAC and PC, it features over 300 games that stretch your mind. From wordplay wonders and strategy sticklers to perception puzzlers, *Smart Games Challenge 1* is brain-powered fun!

Play With Your Brain!



Smart Games Challenge 1
CAR JAM *Move the red car out of the lot, ASAP. It's a real fender-bending mind-bender!*

New! *Smart Games Word Puzzles 1*™ gives you even more ways to play with your brain! Four mind-bending puzzle categories, with hundreds of levels of brain-busting fun. *Word Hunter* treks through time, literature, sports, and movies as it reinvents word-searching puzzles for the computer age. *Crossed Words* is a wild new species of word game—you not only solve the puzzle, you actually create it! *Scanagrams* pits you against the cleverest, funniest anagrams ever. With *Word Melt* you morph one word into another word by strategically changing one, two, three, or more letters at a time. Let the fun begin!



Smart Games Word Puzzles 1
SCANAGRAMS *Unscramble thematically linked words and phrases. DOGO CULK!*



Smart Games Word Puzzles 1
CROSSED WORDS *Create the crossword puzzle while you try to solve it!*



Distributed by:
RandomSoft
A Division of Random House, Inc.

Download a FREE DEMO:
http://www.smartgames.com

SMART GAMES™

Circle Reader Service #379

Smart Games, Smart Games Challenge 1, Smart Games Word Puzzles 1, and the "excited nerd" image are trademarks and properties of Smart Games, Inc. © 1996 Smart Games, Inc. All rights reserved.

continued from page 40



BATTLETECH: MECHCOMMANDER In this real-time title, you'll battle the Jade Falcon Clan for possession of your homeworld and manage a lance of Battlemechs as they increase in skill and power.

time title lets you play as either the Rebellion or the Empire in a campaign of real-time battles to either free the galaxy or impose martial law. Next month, we'll visit LucasArts and play actual game code to bring you an exclusive first sneak preview of this battle for the *Star Wars* universe.

MicroProse and SSI, two names associated with turn-based excellence, are also making real-time games. MPS is working on a science fiction real-time game based on FASA's *Battletech* universe that was previously titled BattleTech: Honor Bound, but has since been changed to BattleTech: MechCommander. X-Com: Apocalypse will give you the option to play in real time or the traditional turn-based mode. Both MPS titles are slated for spring '97 release dates.

SSI has just published their first real-time game, War Wind, which mimics the look of WarCraft II but offers great gameplay of its own. With four unique races and campaigns, heroes, and the ability to carry units across scenarios, War Wind brings a lot to the party. Look for a full review next issue.

Activision is also breaking strategy ground with their new real-time game, Dark Reign, due in late February. Once titled Imperium, it has now been officially renamed. It has a C&C look but contains an incredible wealth of depth, with terrain effects, line of sight, much more advanced and varied units and the most robust scenario editor of any real-time game to date. Watch for our exclusive Sneak Preview of Dark Reign next month.



DARK REIGN This game improves upon C&C-style games with better AI, pathfinding, terrain effects, and sheer options of gameplay.

Another real-time title coming soon is Interplay's M.A.X., which also shares the same techno-look of C&C. The hook with this game, though, is that it is a mix of real-time and turn-based gameplay. You'll first have a turn of issuing orders and surveying the battlefield, and then a short "turn" of real-time fighting afterwards. Interplay is also behind Blood & Magic, a real-time game based in the AD&D role-playing universe. It should be in stores by December, and was previewed in the Hands On section of our June issue.

These aren't all the real-time games coming up by any means. Viacom and 7th Level are also working on futuristic, real-time strategy titles, and even further in the future are Command & Conquer 2: Tiberian Sun and WarCraft III, both of which probably won't be seen until late next year or early 1998. In the meantime, however, real-time fans can rest assured that there will be plenty of great real-time strategy games in the near future, and *CGW* will be here to update you on every one.—*Elliott Chin*

ON THE SHELF

MONSTER TRUCK MADNESS

Microsoft's new racing sim plops you behind the wheel of a big, thumping monster truck on an assortment of tracks from drag strips to cross-country rallies. An interactive environment lets you can snap off cacti and road signs, crash through fences, and shove Winnebagos and covered wagons around.



Madness supports Direct3D and can take advantage of hardware 3D acceleration to provide dense, full-color textures. At its graphical best, tires leave tracks in the mud and grass, and send clouds of dust and dirt into the air.

Although this multiplayer game favors simplicity over detail, the real fun is flying through the air and churning up the mud.—*M. Clarkson*
Microsoft, (800) 344-2121
Win 95 CD-ROM
Reader Service #306

BAKU BAKU

Calling all Tetris fans looking for a new challenge. Your goal is to match up falling



animal blocks with their favorite food. Once matched, animated animals chomp their food, thus clearing them from the board. If the blocks pile up to the top of your playfield, *you'll* be eaten.

Unfortunately, the PC version doesn't live up to its original Sega Saturn port: loss of speed and grainy graphics hinder the game. Still, it's an amusing and addictive game that will appeal to puzzle fans of all ages.—*C. Panther*
Sega (888) SEGA-SALES)
Win 95 CD-ROM
Reader Service #307



GO WHERE NO MAN HAS EVER COME OUT ALIVE. NOTICE WE SAID "MAN."



IF THE GAME GRAPHICS DON'T BLOW YOU AWAY, ONE OF THESE WILL.



TREASURE SEEKING, PUZZLE SOLVING, ALLIGATOR WRESTLING, AND STILL TIME FOR A FIGHT.

SOMETIMES, HAVING A



Sometimes, you also need guts. Or a brain. Or quick feet. Other times, you need all of the above plus grenades, a shotgun and a matching pair of nine millimeters. Such is your fate when you control Lara Croft, heroine heartthrob of Tomb Raider.



PlayStation.

PC CD

CORE DESIGN INC.

EIDOS INTERACTIVE, CORE, TOMB RAIDER, LARA CROFT AND HER LIKENESS ARE TRADEMARKS OF EIDOS, PLC. ©1996 EIDOS.



NOTHING LIKE A LITTLE SWIM BEFORE FENDING OFF A PACK OF WOLVES.



KILLER BODY

JUST ISN'T ENOUGH.

NOT EVERYONE SEES A BRIGHT LIGHT JUST BEFORE DYING. (LUCKY STIFFS.)



Lara has her sights on a few ancient artifacts, and she's not going to let anything or anybody get in her way. Alligators. Wolves. Thugs. They're all tempting fate once in Lara's path. But hey, what's a little temptation? Especially when everything looks this good. In the game, we mean. Check out Tomb Raider at **www.tombraider.com.**

EIDOS INTERACTIVE



TOMB RAIDER™

Circle Reader Service #276

FIRST LOOK

Here's your first look at games in development. These games aren't even playable yet, but we thought you'd want to see how they're coming along.

Jurassic Park: Lost World

This is not your father's movie license. DreamWorks' JURASSIC PARK: LOST WORLD is as far from the previous *Jurassic Park* games as the modern age is from the prehistoric. This time the technology underlying the game is as advanced as that in the film. Seamus Blackley, the man who brought us the revolutionary FLIGHT UNLIMITED, is leading the project for DreamWorks, and he is bringing the same freshness to it that he brought to FLIGHT UNLIMITED.



RAPTOR WRAPPER The dinos are all 3D models, with graphic "skins" stretched over their skeletons and muscles. This prototype moves realistically at a fast frame rate.

First, everything in the game is part of a realistic, physics-based world. So solving a problem is not merely a matter of outguessing the creator; it's a matter of using the tools at hand. For example, if you can uproot a tree, you can swing it as a club. If you can swing it as a club, you can use it to fight a dinosaur. If you're clever, you'll look for ways to build a trap, but Blackley's design gives you the option to go toe-to-toe with the beast, if you dare.

Second, the dinosaurs themselves are polygon-based creatures built from the skeleton up. Animation takes into consideration the joint structure and the graphic representations of the dinosaurs, which are literally computerized skins stretched over the skeletons and musculatures. The movement is incredibly effective.

Third, Blackley didn't like the way his algorithms for FLIGHT UNLIMITED caused the landscape to "pop" as you would get closer to recognizable landmarks. So the design team has applied new mathematical formulae to handle relationships between landmarks. In this way, you should never notice the "pop" when you near a mountain or large object.

In spite of his obvious pride in creating realistic physical worlds, Blackley insists that he knows the value of gameplay. In fact, he jokes, "If we don't get the pacing right in JURASSIC PARK: LOST WORLD, everyone's gonna call this MICROSOFT HIKING SIMULATOR." With the game design we've seen, we don't think he'll have to worry.—*J. Wilson*



MICROSOFT HIKE SIMULATOR? Even with landscapes this detailed, you'll experience first-person point-of-view action at a nice frame rate.

PIPELINE

Age of Sail Talonsoft		11/96
Alde De Camp 2 HPS Simulations		Winter 96
Battleship Hasbro Interactive		11/96
Battles of Alexander Interactive Magic		Spring 97
Blood Apogee		Spring 97
Clandestiny Virgin		Winter 96
Clue Hasbro Interactive		11/96
Dark Earth Mindscape		Spring 97
Descent to Undermountain Interplay		11/96
Destruction Derby II Psygnosis		Winter 96
Discworld II: Reality Bytes Psygnosis		Winter 96
Dungeon Keeper EA/Bullfrog		11/96
Ecstatica II Psygnosis		2/97
Flight Sim for Win 95 Microsoft		11/96
FPS Football Pro 97 Sierra		11/96
Flying Corps Empire		Winter 96
Flying Nightmares 2 Domark		Winter 96
Hardball 6 Accolade		Spring 97
Harpoon Classic 97 Interactive Magic		11/96
Heroes of Might and Magic II New World		11/96
History of the World Avalon Hill		Winter 96-97
Hyberblade Activision		11/96
iF22 Interactive Magic		Winter 96
iM1A2 Abrams Interactive Magic		11/96
Interstate 76 Activision		Winter 96
Jack Nicklaus Golf 97 Accolade		Spring 97
Jedi Knight: Dark Forces II LucasArts		2/97
Jetfighter III Mission Studios		11/96
Leisure Suit Larry 7 Sierra		11/96
Lords of the Realm II Sierra		11/96
Lost Vikings II Interplay		12/96
Magic of Xanth Legend		Winter 96
Master of Orion II MicroProse		12/96
Myst II Broderbund		Winter 96
NBA Full Court Press Microsoft		10/96
NBA Live 97 EA Sports		Spring 97
New Order Epic		Winter 96
NFL Instant Replay Philips		Fall 96
NFL Legends Accolade		11/96
One Must Fall 2 Epic		Fall 96
Pacific Tide Arsenal		Fall 96
PC Panzerblitz Avalon Hill		Spring 97
Pod UbiSoft		Fall 96
Privateer II: The Darkening Origin		11/96
Reach for the Stars II SSG/Microsoft		Spring 97
Red Baron II Sierra		3/97
Return to Krondor 7th Level		Winter 96
Reverence Cyberdreams		Fall 96
Risk! Hasbro Interactive		11/96
Shadow Warrior 3D Realms/FormGen		Winter 96
Shattered Steel Interplay		Winter 96
SimGolf Maxis		Winter 96
Spider Man & the Sinister 6 Byron Preiss		11/96
Star Craft Blizzard		3/97
Star Fleet Academy Interplay		Winter 96
Star General SSI		11/96
Steel Panthers II SSI		Fall 96
TFX: X-22 Ocean		3/97
Tomb Raiders Domark		Winter 96
Toonstruck Virgin/Burst		11/96
Vampire Diaries Her Interactive		Fall 96
VR Golf VR Sports		11/96
X-COM: The Apocalypse MicroProse		Spring 97
Xenophage Apogee/FormGen		Fall/96
X-Wing vs. TIE Fighter LucasArts		Winter 96

STONEKEEP™

MECHWARRIOR®2

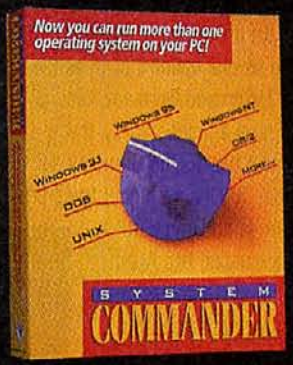
WING COMMANDER® III

QUAKE

Win 95 is cool, but sucks with DOS games!

Games run best on the Operating System they were designed for!

You've got great DOS games, but you really want to try that new Win 95 game. You want it all. But, if you upgrade to Win 95, it will really hose your DOS games. With *System Commander* you can play each game the way it was meant to be played...on the OS it was designed for.



System Commander allows you to boot both DOS (3.3 or later) and Win 95 on the same PC. When you turn on your machine, *System Commander* gives you a menu. Pick the OS you want and with the touch of a button *System Commander* does the rest.

Even your parents could do it!

System Commander's automatic installation will have your PC ready to add OSes in less than 5 minutes. And unlike some utilities, it uses less than 1 MB of hard disk space and no RAM!

Get it and play it!

As you install new OSes, *System Commander* automatically copies key files and adds the new OS to its menu. It manages unique copies of AUTOEXEC.BAT, CONFIG.SYS and COMMAND.COM for each installation of DOS, Windows 95 or any other operating system.

System Commander is only $99.95 and comes with an unconditional 60 day money back guarantee. Mention this ad and get **FREE*** overnight shipping. Call today and play your brains out tomorrow!

Available in the utilities section of most major software stores.

COMPUSA EGGHEAD EB

V Communications, Inc.
4320 Stevens Creek Blvd, #120-CGW2
San Jose, CA 95129
800•648•8266 www.v-com.com

Circle Reader Service #384

* When ordered before noon PST. No Saturday delivery. Standard shipping outside US. CA res. add $7.25 sales tax. Offer subject to change without notice.

All logos and product names are trademarks or registered trademarks of their respective companies. VISA/MC/Amex ©1996

HANDS ON

These are the products in development we've actually spent some time with. They represent some of the most interesting titles in the Pipeline, and they are complete enough to actually tell how they're going to play. Most should be released soon.

Command & Conquer: Red Alert

RED ALERT landed with a bang in our offices, and if a couple hours of addictive gameplay are any indication, it will definitely surpass the expectations of waiting C&C fans.

The game has dramatically improved since we last covered it (March, '96). The graphics are SVGA, which not only makes everything much cleaner but also means you can see four times more of the map. Of course, accompanying the expansion in the SVGA view-screen is a shrinkage in the size of each unit. Still, the overall look is exceptional, as the graphics are incredibly detailed.

The animated cut-scenes and introduction, of exceptional quality in COMMAND & CONQUER, are still excellent, and the story line promises to be fleshed out even more for those C&C fans itching to discover the origins of the GDI-NOD conflict.

Something C&C fans will appreciate is the increased number of units. This time, air units are much better integrated into the game, but only on the Soviet side. The Allies, though, have a number of naval units at their disposal, including massive warships with impressive bombardment ranges. There are also a number of specialized units available for training. You can train medics who can heal other troops, spies who can discover your enemy's current production project and cash reserves, thieves who can steal credits, and a lethal commando named Tanya who packs a mean, dual-pistol punch. Then there are guard dogs who can sniff out those spies and engineers, and even a vehicle that can create its own impenetrable fog for hiding a group of units.



LIGHTNING GUN One of the game's brilliant animations depicts a Tesla Coil frying two approaching Allied choppers.

Westwood also researched some of the wild, science fiction–like devices that were supposedly being researched during WW II. There are Tesla Coils that hurl bolts of lightning, a special structure that temporarily teleports units across the map, and the not-so-fictional high-powered V2 rockets.



RED RAIN Here is a familiar RED ALERT shot, showing off the game's SVGA graphics, larger viewing field and the Soviets' air power.

The greatest enhancement in RED ALERT, though, is in its multiplayer options. The game will now support up to eight players over a local network (C&C supported four, and previous reports underestimated the increase at six). There is also a special Skirmish mode, perfect for honing your multiplayer skills, which allows you to play a multiplayer game with up to seven computer opponents, whose AI is much improved. In multiplayer, you also have the option of choosing from among several nations, such as the Soviet Union and Germany, each of which have a unique ability. If you choose to play as the Germans, for example, you'll have higher troop production. In addition to these enhancements, RED ALERT also supports Internet play. All you need to do is log onto Westwood chat and from there host a head-to-head game. The fog-of-war has been tweaked so that it covers up after a short period of time, not unlike WARCRAFT II.

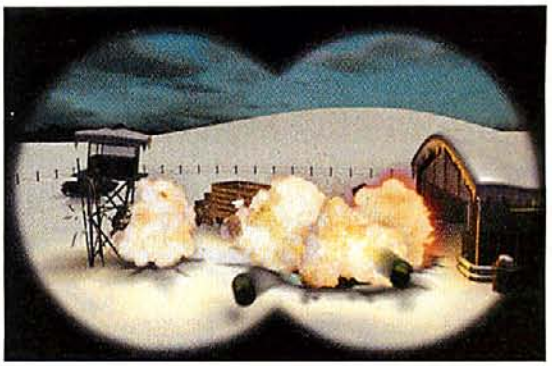
In the solo campaign, though, maps are only twice as large, and the shroud remains the same as in C&C. The only difference in the shroud in solo play is the addition of specific units that can re-spawn or create their own shroud to hide troop movement.

One important issue that needed addressing in C&C was troop control. Now, you can group troops together and save your formations with a simple keypress. You can also specify waypoints for your troops, giving you the ability to set up much more efficient attacks, ambushes and assaults.

With a much improved SVGA engine, a host of new units and buildings, drastically improved multiplay and the enhancements to control, RED ALERT definitely looks like a hot game. The game is scheduled for a late December release, so watch for our full review in February.—*E. Chin*

Westwood Studios, (702) 228-4040

PC CD-ROM



WHAT A BLAST Cut-scenes in RED ALERT set the mood of the mission and clue you into particular vehicles or items you'll encounter in the game, such as these explosive oil drums.


bad mojo™
THE ROACH GAME
pulse ENTERTAINMENT
(crawl your way back to the human you once were.
"★★★★★"
– PC Games
"Twisted humor and startling graphics.... One of the best games you'll ever play!"
–The Discovery Channel
"MYST meets Blue Velvet"
–CD-ROM Today
"It will keep you playing for hours." –PC Magazine
BAR
Copyright © 1998 Pulse Entertainment, Inc. Pulse Entertainment, the Pulse Entertainment logo and Bad Mojo are either registered trademarks or trademarks of Pulse Entertainment, Inc. in the United States and/or other countries. The publications mentioned are not affiliated with Pulse Entertainment, Inc.
HTTP://WWW.BADMOJO.COM
VISIT YOUR LOCAL RETAIL STORE FOR A GREAT FIRST-LEVEL DEMO.
Circle Reader Service #148

Think you've mastered all these games?



So do they.



Your favorite games just got tougher to beat. Because we've added a random, unpredictable, nasty little thing called opponents. Welcome to Mplayer.™ The new Internet-based game service that lets you take on real, live players from all over the U.S. and Canada, in the latest, hottest games. We're talking about Quake. Command & Conquer. Deadlock. And more—with new games added all the time.

With Mplayer, live opposition is only the beginning. Because you get to talk to these opponents in real time—using your own voice. You also get the fastest live action of any online game service, with no delays between player moves. And Mplayer gives you a place to hang out between games, where you'll find tournaments, contests, awards, expert advice, and lots more.

Want to check out Mplayer? Visit our Web site at www.mplayer.com to download our software. If you'd rather have a CD, go to our Web site or call 1-888-MPLAYER.

And get ready for the kind of opponents you won't find in a shrink-wrapped box.

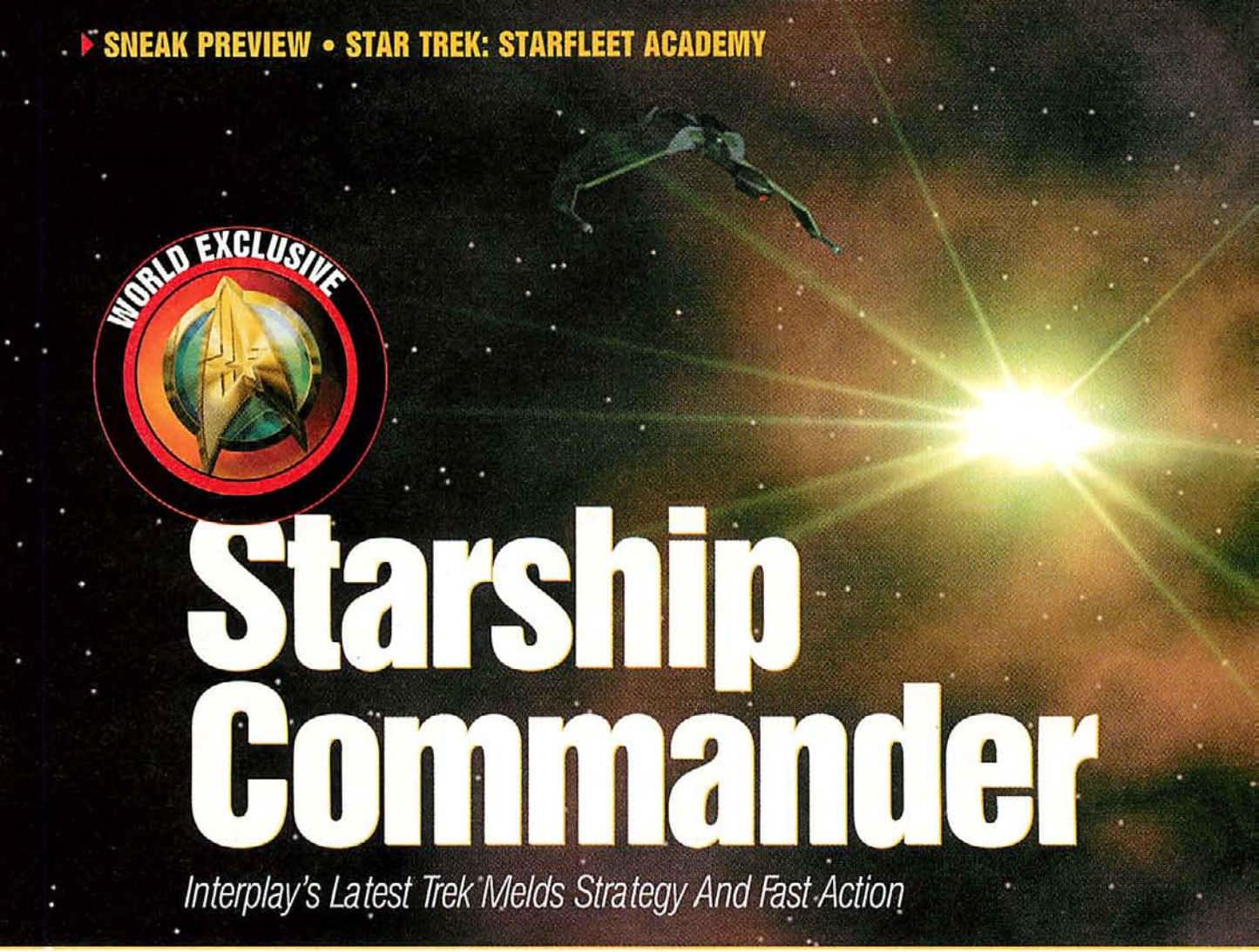
Wanna Play?

PLAYER™

www.mplayer.com

Circle Reader Service #362

©1996 Mpath Interactive, Inc. All rights reserved. Mplayer, the Mplayer logo and Wanna Play? are trademarks of Mpath Interactive, Inc. All other names are property of their respective companies.



Starship Commander

Interplay's Latest Trek Melds Strategy And Fast Action

by Denny Atkin

Cadet's Log, Stardate 8123.2. It's the date all Starfleet cadets look forward to—and dread. Starship training. This is where I prove I'm ready for command training, or if I'll be stuck as a security redshirt for the rest of my career.

These are your voyages in STAR TREK: STARFLEET ACADEMY. You're a Starfleet Academy cadet about to embark on your first command—of a *simulated* starship, at least. On top of the pressure of excelling at starship command, you're responsible for the morale and performance of your fellow cadets, who are also vying for coveted positions on starship bridges.

Interplay's newest "classic *Trek*" game is essentially a starship *simulator* simulator, sprinkled with a bit of adventure game. Between periodic "tests" (missions on a simulated starship bridge), interacting with your fellow cadets, and trying to please your instructors, you'll find the pressure's on. All that's missing from the real Starfleet Academy experience is the homework.

FAMOUS FACULTY

Cadet's Log, Stardate 8123.25. It turns out that my instructors include not only Hikaru Sulu, easily the best pilot in Starfleet, but also his former commander from his Enterprise *days. That's right, my starship command prowess is going to be tested by Admiral James T. Kirk himself. I might as well just skip straight to the Kobayashi Maru, pack my bags, and head back to Alpha Centauri.*

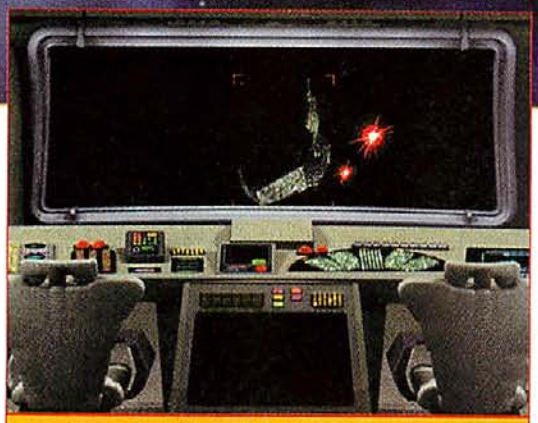
I do have one possible ace in the hole, though. Lt. Commander Chekov, who I met during my starship computer systems training, served as navigator during the Enterprise's *five-year mission. Maybe he can give me some advice on how to please living legends.*

STARFLEET ACADEMY is centered around the game's namesake, the futuristic San Francisco–based training facility. Although the meat of the game is in the starship simulator, what you do on land can dra-

matically affect your mission performance. You'll interact with your fellow cadets, who'll be manning the various stations in the bridge simulator, and whose morale and trust you'll have to cultivate to make it through the program.

Like any academy student, you'll also get lessons from—and have run-ins with—the academy faculty. Interplay has signed three principal members of the original *Star Trek* crew to facilitate your learning experience. William Shatner, George Takei, and Walter Koenig reprise their roles as (in case you've been living outside the solar system since 1966 and you actually don't know who these people are) Admiral James T. Kirk, Commander Hikaru Sulu, and Commander Pavel Chekov.

Character interaction will be of the WING COMMANDER IV flavor, where dialog trees can affect what occurs later in the game. You'll be able to move to various locations at the academy—the student lounge, your quarters, the science lab—and talk to fellow cadets and faculty members. Between missions a series of dialog branches (five to ten, not the one to three of similar games) will affect your standing and your crew's morale. Because the academy has a set curriculum, your decisions won't alter the primary game flow, but they will affect your crew's performance and ultimately decide which of the game's three possible endings you'll reach.



FALLING PREY A Klingon Bird of Prey uncloaks just in time to fall victim to a pair of photon torpedoes.

THE CREW CUT

Cadet's Log, Supplemental. I met the crew I'll be working with this afternoon. A talented, top-notch lot. If I can motivate these people, we should make it through. But with over 35 missions, it's going to take a lot of work on our part.

I won't be going through this alone, though. Cadet Jepsen, who I didn't even think liked me, just gave me a wonderful little gift. It's a little purring fuzzball called a "tribble." I think I'll go feed it now.

The core of the game takes place in the Starship Bridge Simulator. This is modeled after the simulator in the opening scene of *Star Trek II: The Wrath of Khan.* (The one Saavik demolished attempting to beat the *Kobayashi Maru* scenario.)

Once you're sealed in the simulator room, all mention of simulation stops and you have all the responsibilities of an active starship captain. You're not alone in there, though. Your crew includes Jana Akton at the helm; she's half-human, half-Orion, headstrong, and a

FROM THE MAKERS OF WARCRAFT II: TIDES OF DARKNESS 1995'S GAME







- ROLE-PLAYING ADVENTURES IN A REAL-TIME WORLD
- JOIN FORCES WITH OTHER ADVENTURERS VIA NETWORK OR INTERNET
- FREE† ACCESS TO BATTLE.NET – BLIZZARD'S INTERNET GAMING SERVICE
- DIABLO CREATES A UNIQUE LABYRINTH EVERY TIME YOU PLAY
- EXCLUSIVELY FOR WIN 95

Embark if you dare upon a dark and sinister quest to battle the Lord of Evil, Diablo. A quest that will pull you into the very depths of hell itself...and beyond.

†Free access to battle.net requires access to the Internet. Player is responsible for all applicable Internet fees.

Diablo and Blizzard Entertainment are trademarks of Davidson & Associates. All rights reserved. ©1996 Blizzard Entertainment.

OF THE YEAR* COMES SOMETHING EVEN HOTTER!

DIABLO™

THIS FALL

ALL HELL BREAKS LOOSE.



BLIZZARD® ENTERTAINMENT

800-953-Snow
www.blizzard.com

*PC Gamer

Circle Reader Service #266



LEISURE SUIT LARRY'S® NEW

Innuendo? It's in there! A bevy of buxom beauties? Sure! Scratch 'n' Sniff puzzles? Who else? Lounge lizards and disco

"LOVE FOR SAIL!" IS SO EXCITING YOU'LL

music? Of course! Yes, software's best-known character is back and this time he's really "cruising for chicks." Al Lowe

FEEL THE BLOOD RUSH TO YOUR HEAD.

is at his bawdy best in the funniest CD-ROM adventure game yet. It's a "shipload" of laughs, Lowe-ly puns, outrageous

OH YEAH, YOUR BRAIN

situations and the most beautiful women this side of your imagination. You're sure to find it, ah, um, uplifting.

WILL FIND IT STIMULATING TOO.







LEISURE SUIT LARRY® LOVE FOR SAIL!

The all new CD-ROM adventure from the mind of Al Lowe.

For more information, call 1-800-757-7707. Or visit our website at www.sierra.com/lsl7.

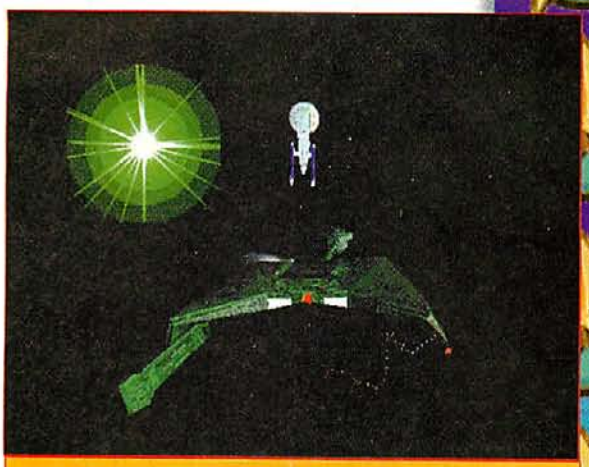
MATURE M AGES 17+

SIERRA®

WARNING: This game contains nudity, sexual content, mature themes and adult situations but in such a goofy, non-explicit, cartoony way that anyone looking for the really dirty stuff will be offended.

©1996 Sierra On-Line, Inc. ® and / or TM designate trademarks of, or licensed to Sierra On-Line, Inc. All rights reserved.

helluva pilot. Robin Brady, your chief engineer, isn't from Scotland, but rather Colorado. Geoffrey Corin is your Alpha Centaurian navigator, and Vanda M'Giia is your Andorian communications officer. Of course, what's a starship—real or simulated—without a Vulcan on the bridge? Sturek, your science officer, is reputed to be utterly brilliant. It's up to you to shape these distinctive personalities into a team that can keep your bridge in top form.



BATTLE DAMAGE A Klingon D7 cruiser moves to attack the *USS Excelsior*, streaming particles from the spot where its right warp nacelle was formerly attached.

Of course, in a pinch you can always man the stations yourself. In front of your command chair, you'll find the helm and navigation stations. Around the periphery of the bridge are library computer, science, communications, and engineering stations. Each of these will prove useful during missions. You may need to man the engineering station to speed damage control, or check the library computer's vast repository of Federation information (over 700 entries, including images and 3D ships).

FIVE-SEMESTER MISSION

Cadet's Log, Stardate 8123.3. Today we embark on our first mission. This one seems relatively easy. All we have to do is clear a system of mines. We even get our choice of ship on this one. Should we just take the Excelsior *and get it over with quickly, or go for the real challenge and try an* Oberth*-class ship?*

On a happier note, it appears I shouldn't have named my tribble "Bill." Because Bill just had little tribbles!



SIM SIM The starship bridge simulator, where you'll fly approximately 40 missions.

STARFLEET ACADEMY's training program will feature more than 35 missions. If you play your cards right, you'll be able to take a *real* ship out on the final mission. The first missions are familiarization runs, and will give you an opportunity to choose your ship. You won't be able to take the big guns on every mission, though. Various missions will put you in the command chair of an *Oberth*-class scout ship, a *Miranda*-class cruiser (like the *USS Reliant* from *Star Trek II*), a *Constitution*-class heavy

S3d and Interplay make Descent II scream.



Alien furies close in. You wheel, circle, fire desperately. You wonder: How many levels of hell are there? With S3d™ on board, it's time to start counting.



S3d technology makes games, Internet 3D, and Windows® applications come alive. So get extreme. Get Descent™ II from Interplay™ and demand software and hardware with the S3d logo. Now at stores everywhere.

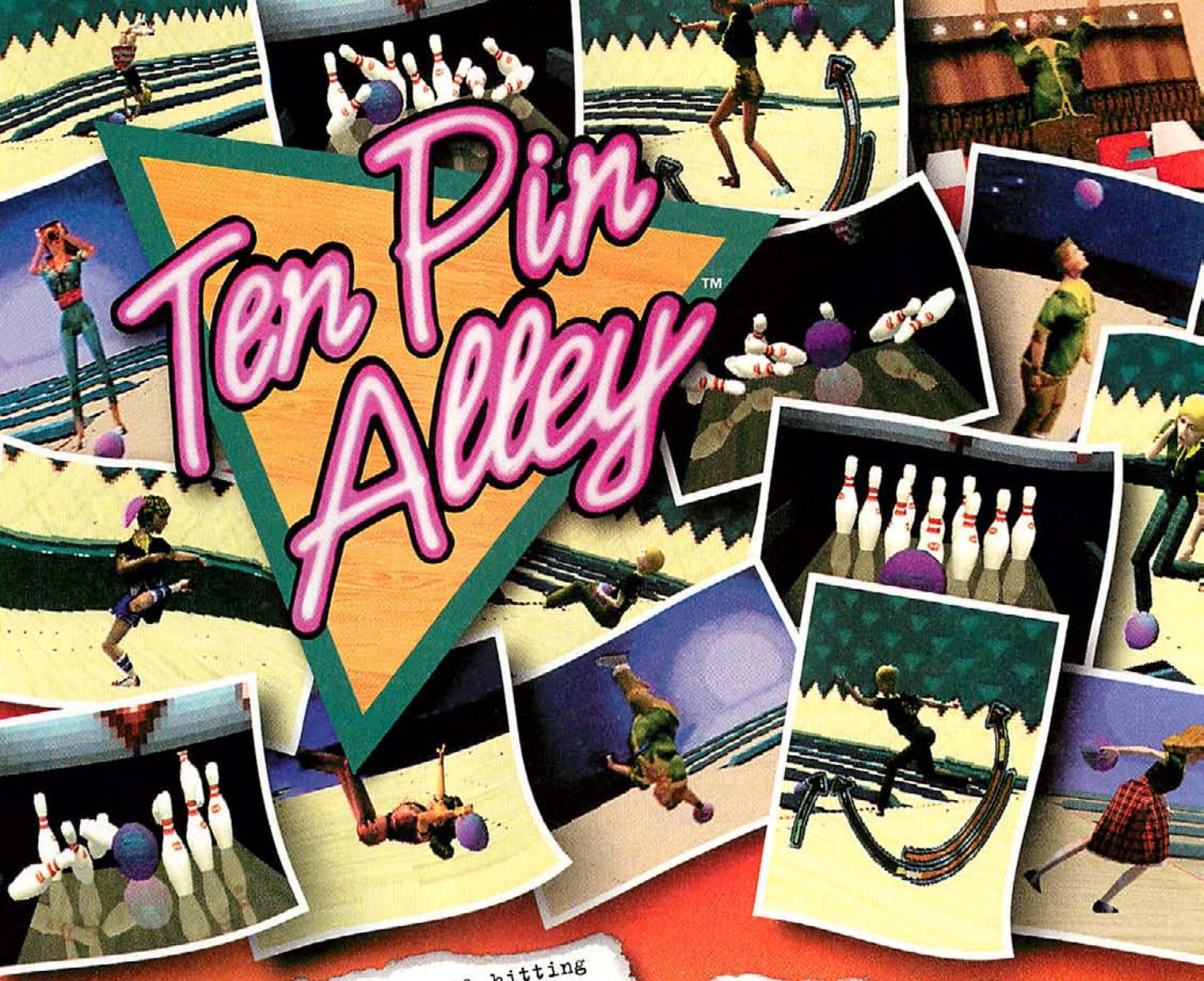
SEEk. FIND. DEMAND.

S3d On board

S3 Incorporated

Designed for Microsoft® Windows®95

©1996 S3 Incorporated. All rights reserved. S3 is a registered trademark. S3d, the S3d logo, and "seek. find. demand." are trademarks of S3 Incorporated in the United States and other countries. Microsoft, Windows, and the Windows logo are registered trademarks of Microsoft Corporation. Descent and Interplay are trademarks of Interplay Productions.



The precise physics of your ball hitting the pins is so technically advanced and graphically dazzling, you'll be bowled over!

Lots of colorful characters, male and female, righty and lefty, each with their own unique styles.

Choose lane and alley designs: retro **Maui Bowl**, contemporary **Ten Pin Alley** or kill the lights at crazy late night **Conga Bowl**.

NO BOWLING SHOES REQUIRED

Sanctioned by Bowling Hall of Fame and Museum St. Louis, Mo.

Developed by Adrenalin Entertainment

KIDS TO ADULTS AGE K-A CONTENT RATED BY ESRB

PC-CD-ROM INTERACTIVE™

PlayStation

Windows® 95

head games.

ASC GAMES™

http://www.ascgames.com

Ten Pin Alley™ is a trademark of American Softworks Corporation. © 1995 PEG Limited Partnership. Bowling Hall of Fame and Museum® is a registered trademark of Bowling Hall of Fame and Museum, St. Louis, MO. ASC Games™ is a trademark of American Softworks Corporation. Ten Pin Alley™ is developed by Adrenalin Entertainment. Head Games™ is used by permission. Windows® 95 is a registered trademark. PlayStation™ and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. All rights reserved.

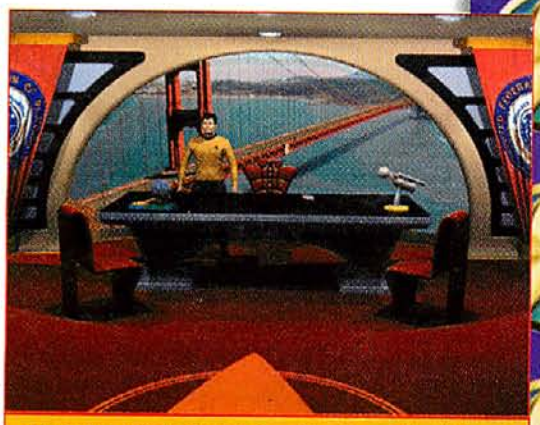


TIME TO CLOAK Four *Constitution*-class starships versus a single Bird of Prey—as Kahless said, there's a fine line between glory and foolishness.

cruiser (such as the *Enterprise*), or the high-tech *USS Excelsior* (the ship commanded by Sulu in *Star Trek VI*).

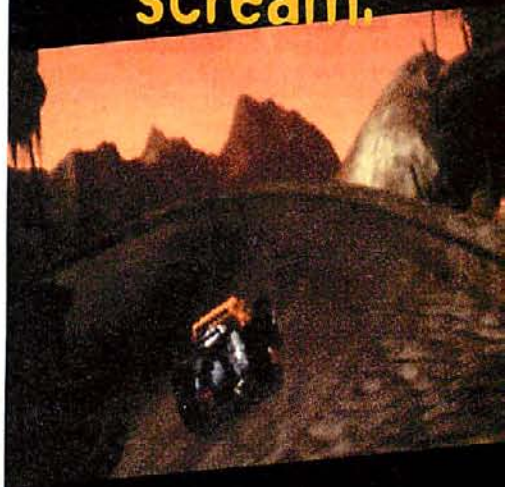
After the initial "milk run" mine-clearing mission, things get progressively more complicated. In keeping with the theme of *Star Trek*, only a small percentage of the missions will focus on space combat. Instead, you'll be faced with various puzzles and diplomacy challenges. On one *Next Generation*-ish mission, you'll need to lure an endangered "stellar plasma snake" away from a star about to go nova. However, the plan to capture it in a huge cage goes awry, and your ship's tractor beam is deadly to the creature. You'll need to find another way to lure the energy-based creature away before it's too late.

Some of the training missions tie together. One series deals with an interstellar war between the Hecate and the Medea. Your first contact with the Hecate occurs when you go in search of a missing ship, the *Osprey*. Your diplomatic skills will be given the tough test here, as the state of war has put the Hecate into a "shoot first and ask questions later" mood. Though as a skilled captain you can likely destroy the Hecate ship, that won't help you find the *Osprey*—and gunboat diplomacy isn't the Starfleet way of doing things. Note that all the interaction with characters planetside and on other ships will take place over the viewscreen. There



TEMPORAL DISPLACEMENT From the view out the window, it appears they moved Sulu's office off the academy grounds and over to Marin county.

S3d and Mindscape make MegaRace 2 scream.



You. The finish line. And seven nasty drivers determined to keep you from getting there. With S3d™ on board,



it's a race with reality. S3d technology brings games, Internet 3D, and Windows® applications to life.

So get extreme. Get software and hardware with the S3d logo.

Now at stores everywhere.

SEEK. FIND. DEMAND.

S3d On board™
S3 Incorporated

Designed for Microsoft® Windows®95

©1996 S3 Incorporated. All rights reserved. S3 is a registered trademark. S3d, the S3d logo, and "seek. find. demand." are trademarks of S3 Incorporated in the United States and other countries. Microsoft, Windows, and the Windows logo are registered trademarks of Microsoft Corporation. Mindscape is a registered trademark and its logo and MegaRace are trademarks of Mindscape, Inc.

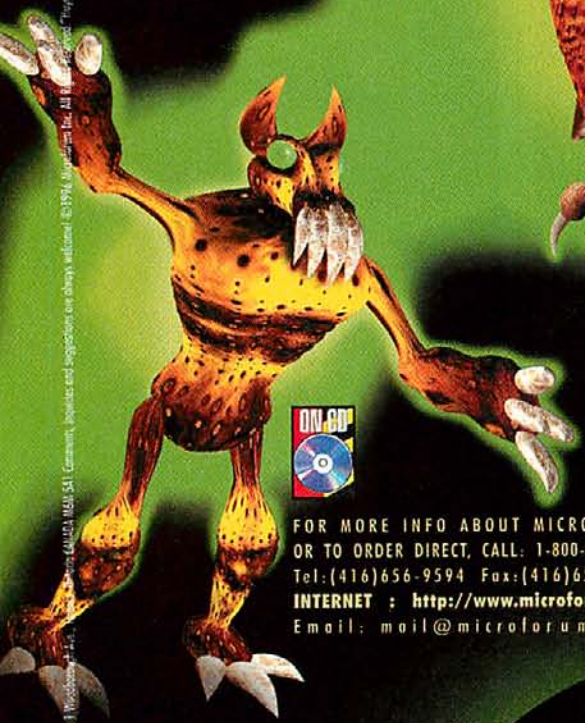
HUYGEN'S™

DISCLOSURE

If looks could kill ...you'd already be DEAD!

MADE IN CANADA





You are over a million miles from home, on the surface of a deadly moon, and you are about to come face to face with some of the most terrifying creatures in existence.

Feel your pulse quicken as you discover hideous secrets. Prepare yourself for hidden dangers, as you fight your way through a super realistic, 3D environment. Explore an unknown world populated by a race of horrifying beings possessed with an unrelenting need to kill.

If you survive, you will have experienced the adventure of a lifetime. If you don't, may you rest in pieces.

HUYGEN'S DISCLOSURE
features these incredible innovations:

- **New Dimension Technology** lets realistic, 3D characters reflect actual perspective when moving from foreground to background
- **New Group Activated Intelligence Mode (G.A.I.M.)**, allows you to play within a group environment even when you're playing alone
- **Life Transfer Process** converts actual human movements into fluid character animation for life-like game playing action!



ON CD

FOR MORE INFO ABOUT MICROFORUM
OR TO ORDER DIRECT, CALL: 1-800-685-3863
Tel:(416)656-9594 Fax:(416)656-0548
INTERNET : http://www.microforum.com
Email: mail@microforum.com

Microforum®

Circle Reader Service #251

are no landing party missions here, since all the action takes place on the bridge simulator.

A later mission will take you back into Medean territory, when the Hecate are accused of using a bioengineered plague as an illegal weapon of war. You'll be tasked to investigate this, finding the truth without getting so involved that you violate the Prime Directive of noninterference.



QUARTERS SWEET QUARTERS Your dorm room, where you'll spend time between missions.

Don't worry, though—you'll get plenty of chances to exercise your ship's phasers and photon torpedoes. When word comes in of a new Klingon Super Cruiser-class starship, for instance, your instructors program it into the simulator and let you test your skills against it.

During the course of these missions, the folks controlling your simulator are likely to spring some surprises on you. You'll need to watch out, for instance, for spatial anomalies that might drop you into the center of very deadly territory.

While on your missions, you'll be expected to follow Starfleet protocol. If you enjoyed popping off a couple of shots at the *Tiger's Claw* in the WING COMMANDER series (just to make sure your guns were working, of course), think again here. Fire a phaser—or even launch a probe—at a Starbase and prepare to be reprimanded. Even going to red alert without proper reason will get you busted.

BATTLE STATIONS

Cadet's Log, Stardate 8123.7. We had our first taste of combat today. The folks who designed the simulator certainly did their homework. We got rocked back and forth, panels blew up left and right (it's the 23rd century—why haven't they perfected circuit breakers for these control panels yet?), and we barely eked out a victory. Starship combat was nothing like I'd expected.

Meanwhile, my roommate is threatening to use me for phaser practice if I don't do something about the tribbles. Bill and his litters have multiplied, and we now have 248 of the little things around the room. Anything over 10 is no longer cute.

One of the main attractions of STARFLEET ACADEMY is the ability to finally

23rd Century Fox

The live video sequences in STARFLEET ACADEMY—where you'll interact with Kirk, Sulu, Chekov, other cadets, and various aliens—will use computer-generated backgrounds, but they won't have the static feel typically associated with this technique. Interplay has come up with a new technique that will allow the camera to cinematically pan around an actor, and then render the computer-generated background to exactly match the camera's movement. For the first time, actors will truly appear to move around *inside* a computer-generated environment, rather than just in front of it.

S3d and Eidos Interactive make Confirmed Kill scream.



You soar over WWII's most intense battlefields, pulling 3 Gs and dogfighting over 200,000 square miles. With S3d™ on board, the battle scenes are real. S3d technology brings games, Internet 3D, and Windows® applications to life. So get extreme. Get software and hardware with the S3d logo.

Now available exclusively through Total Entertainment Network℠ (http://www.ten.net).

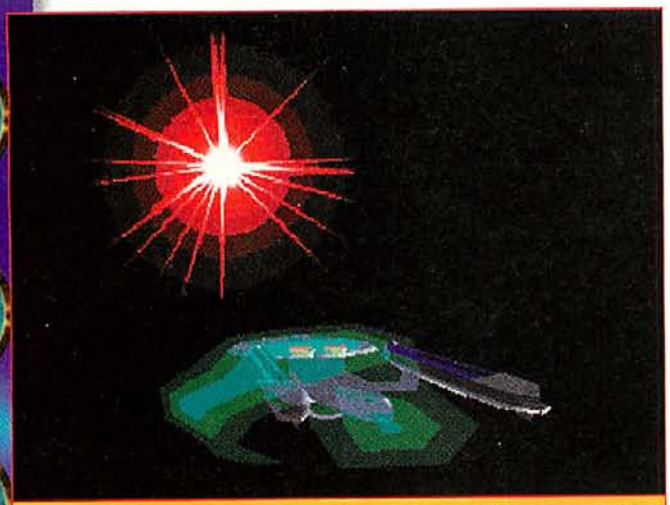
SEEK. FIND. DEMAND.

S3d on board™

S3 Incorporated

Designed for Microsoft® Windows®95

©1996 S3 Incorporated. All rights reserved. S3 is a registered trademark. S3d, the S3d logo, and "seek. find. demand." are trademarks of S3 Incorporated in the United States and other countries. Microsoft, Windows, and the Windows logo are registered trademarks of Microsoft Corporation. Eidos Interactive is a registered trademark and Confirmed Kill is a trademark of Eidos Interactive. Total Entertainment Network, TEN and the TEN logo are trademarks of T E Network, Inc.



SHIELDS UP The *Excelsior*'s shields glow as another torpedo prepares to strike; still screen shots can't properly capture the dazzling shield shimmer effect.

pilot a starship. While the game's fast-action combat sequences will likely have the WING COMMANDER crowd jumping for joy, they're likely to disappoint *Trek* purists.

Much of the early hype about STARFLEET ACADEMY centered around the game being a starship *simulator,* instead of an arcade game that had you flying the *Enterprise* around with a joystick. Alas, that's not how the combat design evolved. Although there's more strategy to the combat sequences than the typical WING COMMANDER-style arcade action, the action is nothing like what you actually see in the *Trek* series or films.

Designer Rusty Buchert says the team had originally considered a setup more faithful to the series, where you'd issue combat orders to your crew members. However, the developers determined that the pacing of the game would be slower than the typical submarine sim if they'd gone for that design. Although many of us—*Trek* fans, sim players, and strategy gamers alike—would have preferred such a design even with a slower pace, Interplay apparently was concerned about mass appeal. It's a shame they didn't offer both a strategy and arcade combat as an option.

That's not to say combat in this game isn't fun. Although battle sequences are essentially 3D arcade-style combat with a sprinkle of tactical flavor, joystick response is crisp, and the wide variety of potential opponents will force you to develop varying attack strategies. Attacking an unshielded ship armed with fast-firing torpedoes is significantly different than trying to destroy a cloaked cruiser that reappears only to take potshots at you.

Combat isn't just point-and-shoot, despite its action orientation. You can use your sensors to target specific systems on enemy ships. You might aim at sensor banks if you just want to blind an opponent to get them to stop shooting and negotiate. Conversely, targeting the "neck" of a tenacious Klingon D7 is the quickest way to destroy it. Around 20 different systems can be targeted.

Locking on a particular subsystem isn't a guarantee that that's what you'll hit, though. If you're going for precision, you'll want to stick with phasers, as photon torpedoes aren't pinpoint weapons.

Throughout the course of the game you'll encounter around 30 different ship types. The development team did stick close to *Trek* lore when setting specifications for these ships. For instance, in the original series, the Gorn were able to sneak up on a Federation outpost and wipe it out. Thus, look for Gorn ships to be both powerful and stealthy. Similarly, in the episode "Balance of Terror," the *Enterprise* was unable to outrun the Romulan plasma torpedoes by backing away from them. If the torpedoes were "dumb" weapons, all the ship would have had to do would be to move to the side. Thus, ACADEMY's designers figured the torpedoes had to have some tracking abilities.

Look for all the other expected capabilities in the classic ships. Romulan and Klingon Birds of Prey can cloak, but they have to come out of hiding to fire. The *Reliant* has the fast-action "chain-gun phasers" seen in action in *Star Trek II.*

ENGINEERING LEVEL

Cadet's Log, Stardate 8124.1. Graduation is approaching. Throughout this training course, I've had to master diplomacy, strategy, and scientific investigation. Starship combat is a bit more fast-paced than I expected, but it's exhilarating once you get used to it. All in all, I think I'll look back on this experience with pleasure.

Which is more than I can say about the tribble thing. I took Bill to the vet to get him fixed and the Doc filled me in on the species. Stop feeding them, and they stop breeding. Unfortunately, I had 2,495 of them by the time she told me. There was no way I was going to take Lt. Finney's suggestion of selling them to that Rigelian restaurateur, but I'm not sure their final fate was much better. But I'd give a million credits to be there when a certain cadet finds out that 2,494 tribbles were beamed into the Klingon embassy with a card reading "Best Regards, Cadet Jepsen."

STARFLEET ACADEMY will ship with both DOS and Windows 95 executables. The latter version supports Direct 3D, but even with a 2D display card the graphics on the pre-alpha version were smooth on a Pentium 100. The texture-mapped ships show spectacular detail, and the spinning photon torpedoes and glowing shield effects are breathtaking. As you attack ships, components such as warp nacelles may be blown off, and damaged ships will trail strings of ion particles.

While the combat sequences may not be faithful to the pace of the original series, the missions you'll be sent on definitely are. If the story lines and puzzles of the entire mission series are as good as the six missions I examined in the preliminary version, *Trek* fans are in for a treat, as these missions really capture the flavor of the original *Star Trek* episodes. STARFLEET ACADEMY is currently set to beam into software stores in the March/April, 1997 timeframe.

Dilithium Deathmatch

STARFLEET ACADEMY will feature a multiplayer mode for head-to-head, networked starship combat. A simple deathmatch mode is available, as well as a more sophisticated strategic mode. The latter is a planetary conquest game, where the number of planets you control will affect the number of ships you have (the number of times you can regenerate after being destroyed in combat). Alliances will be encouraged by the presence of a "starbase from hell" in each home system—you'll need to cooperate with other players if you want to take someone out.



S3d and Diamond Multimedia make your system scream.

Fast forward to the future of 3D multimedia. Supersonic graphics. All the power 3D has to offer for business and entertainment on your PC, right here— right now.

Stealth 3D™ 2000 from Diamond Multimedia™ does it all with the S3d™ chip on board. Use Diamond's Stealth 3D 2000 together with S3d logo software. They'll make your system scream.

DIAMOND MULTIMEDIA

SEEk. FiND. DEMAND.

S3d Onboard

S3 Incorporated

hit our web site for the real stuff: seek.s3.com

Designed for Microsoft® Windows®95

S3d is compatible with Windows® 95, Windows 3.1, Windows NT,™ and OS/2.®

©1996 S3 Incorporated. All rights reserved. S3d, the S3d logo, and 'seek. find. demand.' are registered trademark. S3d, the S3d logo, and 'seek. find. demand.' are trademarks of S3 Incorporated in the United States and other countries. Microsoft, Windows, and the Windows logo are registered trademarks of Microsoft Corporation. Diamond Multimedia and Stealth 3D are trademarks of Diamond Multimedia Systems, Inc. All other trademarks are property of their respective companies.

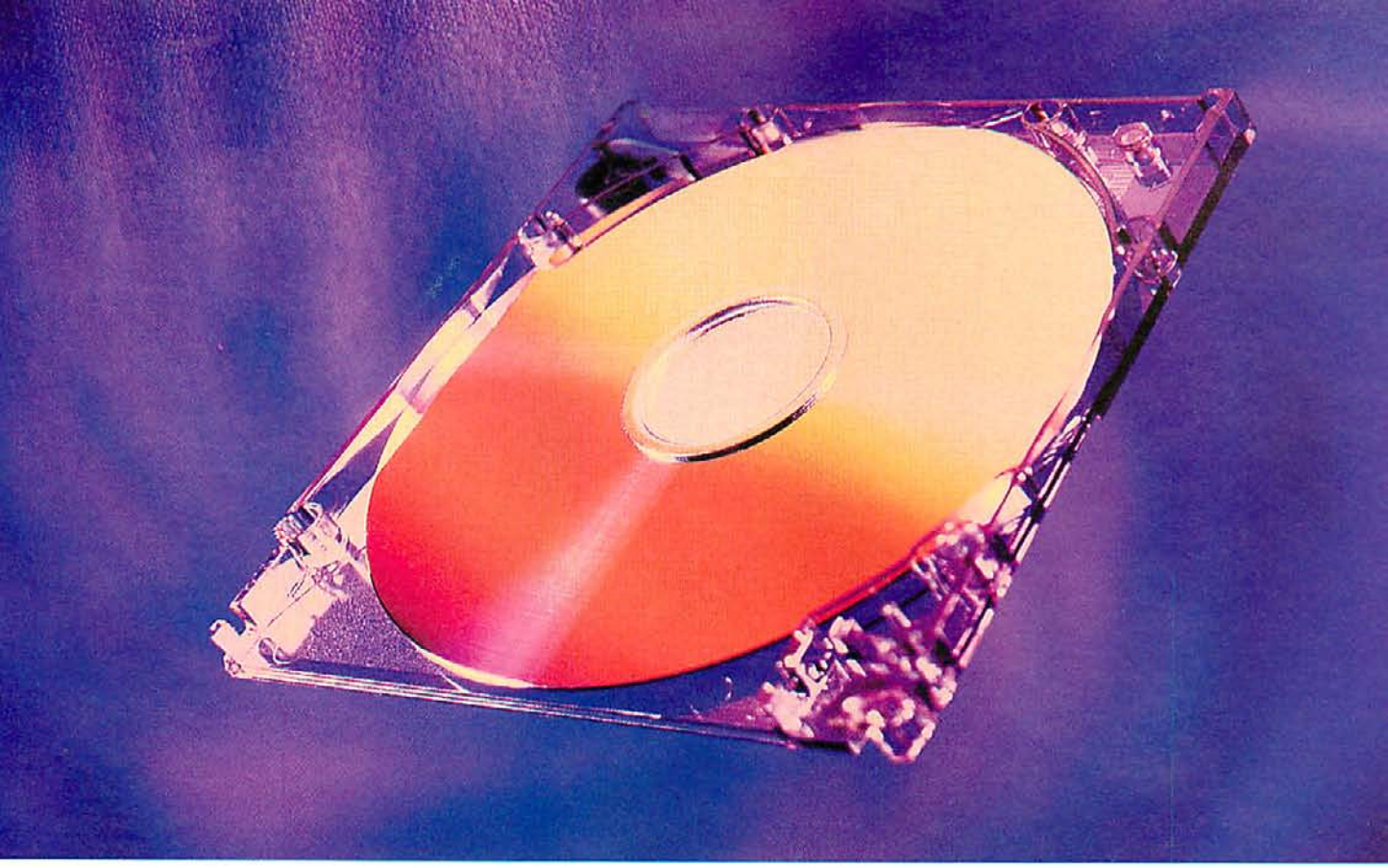
Unlike most

hard drives

it's removable.

Unlike most

removables it





Don't worry, if one cartridge fills up there are millions left.

There seems to be an unwritten rule with computers. No matter how large the hard drive, you'll eventually find a way to max it out. Unless, of course, you get one that never really fills up, right? For example, the EZFlyer™ 230, the latest removable cartridge hard drive from SyQuest.® Don't let the small 3.5 inch cartridge deceive you, this thing is huge. 230 megs that rip along at twice the speed of any removable in its class.

The reason for our blistering performance is pretty simple. It works like a hard drive because it is one. Sluggish technologies from tape drives to high-capacity floppies just can't keep up. Use the EZFlyer™ 230 the same way you would with any hard drive, with a nice little bonus–it's removable. So you can add on to your system limitlessly, 230 megs at a time, till the end of time.

SyQuest®

Weighing a mere 1.6 pounds, the trimmed-up drive can hit the road as well and features a self-sealing door to protect cartridges from dust and other disturbing things. When you feel the urge to change cartridges, hit the eject button and you're out of here. Applications and files stored on your cartridges are ready to run instantly. Own the Internet, throw on large chunks of video, colossal scans, the meaning of life or maybe just a CD-ROM game. Keep things you don't need. Back up things you do. It even saves money, storing your world at 10 cents per megabyte. Hmm. When you think about it, the possibilities are as endless as its capacity. Now available at Egghead® Software, electronics boutique® and a bunch of other places. 1-800-245-2278 or http://www.syquest.com

s a hard drive.

Circle Reader Service #118

©1996 SyQuest® Technology



You can be the monster. Or you can be its prey. Either way, some poor bastard will get his ass kicked.



First time ever on the PC: split screen head-to-head havoc.



In Hunter/Hunted, whether you live or die is all up to you because you choose the character you play. Either way, monster or prey, you'll need to dodge traps and run a gauntlet of 3-D characters just to stay alive. The blistering action takes you through flesh-eating tunnels and booby-trapped sewers with only your wits separating you from a body bag. Well, wits and whole bunch of guns, knives, grenades, and rocket launchers. Because, hey, when it's kill or be killed, it's better to give than receive.

HUNTER HUNTED™

k.a.a.™

SIERRA®

Circle Reader Service #154

©1996 Sierra On-Line, Inc. ® and / or ™ designate trademarks of, or licensed to Sierra On-Line, Inc. All rights reserved. 1-800-757-7707. http://www.sierra.com

The Fastest Gaming PCs

P-200

7 Major Computer Makers Vie For The Ultimate Game Machine Title

BY DAVE SALVATOR

PC makers have finally come to a realization: There's gold in them thar gamers. While a handful of small vendors have made game-optimized systems for several years, the big manufacturers haven't really played in our backyard—until now, that is. With the likes of Micron and Compaq jumping into the fray, it would seem the industry's larger players have taken a sudden interest in supplying your next gaming system. The good news is that all these new entrants make for a more competitive market, driving the price of a new killer gaming rig down.

With memory prices bottoming out at unprecedented low levels and Intel continuing to aggressively price faster Pentium chips, this year's entrants all pack at least 200 MHz CPUs, 32 MB of EDO DRAM, and a minimum of 256 KB of Level 2 cache. The other notable addition to gaming rigs this year is 3D graphics, with three vendors using Diamond's Monster 3D based on 3Dfx's venerable Voodoo chip set, and one opting for the NEC/VideoLogic PowerVR chip. Some entrants opted for S3's ViRGE, while one punted on 3D hardware altogether.

This year, we take a look at seven hot new systems, and also give you the lowdown on the optimal laptop gaming rig. We used an array of tests in both DOS and Windows 95, and present the results to you graphically to better tell the story. There are a lot of performance numbers to consider before deciding on a system, but more importantly, who packs the biggest wallop without emptying your wallet? Let's get down to it and see.

COMPAQ PRESARIO 8712

The Presario 8712 is Compaq's first gaming system, a turbocharged version of their high-end multimedia machine. Notable features on this tower system include audio CD transport controls—Play, Stop, Next Track, and so on—located at the top-front of the system unit. There are also controls to enable/disable Presario's telephony functionality; yes, it's not just a game machine, it's an answering machine, too. Rounding out these controls are the curious Q button, which invokes Compaq's extensive help engine to answer questions you may have about the system, and a button to enable/disable the 8712's sleep mode. Other nice ergonomic touches include a volume knob on the monitor that controls the master volume level in Windows 95.

Compaq tapped speaker veteran JBL to design the 8712's speaker system. The two powered satellites and one woofer sound terrific for music and gaming audio as well. Compaq includes ThrustMaster's new gamepad with this system, though final drivers weren't available at press time. Another interesting component is the NEC/VideoLogic PowerVR 3D graphics chip, a 3D-only chip that shows promise, though little firm performance data is available yet.

Installation and assembly were painless, since Compaq color-codes of all their wiring and includes a large, illustrated installation guide. Compaq writes

COMPAQ PRESARIO 8712

PROS: Good audio, easy assembly, respectable overall performance.

CONS: Slow CPU performance, overengineered in places.

Price: $3,199

www.compaq.com

(800) OK COMPAQ





The Fastest Gaming PCs



their own BIOS, and implements a graphical interface for looking at installed system components and changing settings. They don't, however, make the BIOS easy to invoke, nor are there many low-level system adjustments. Another minor annoyance: the volume knob, which works fine under Windows 95, doesn't work under DOS, and even a game's lowest mixer settings still made for pretty loud sound. We couldn't find a DOS mixer applet, though one would certainly be welcome.

In the performance department, Compaq turned in a decidedly mid-pack performance. In DOS tests, the 8712 fared pretty well overall, most notably in DUKE NUKEM 3D. Windows 95 performance was more of a mixed bag, with so-so scores for both disk and CD-ROM performance, as well as the slowest CPU scores of the bunch. Though we were able to gather basic data about the Presario's 3D performance, we couldn't run HELLBENDER or MONSTER TRUCK MADNESS because both of these Microsoft titles apparently violate Microsoft's own Direct3D API. Microsoft had to unfreeze the code on both titles and work out the bug, and an updated build wasn't available at press time. The initial data we gathered from Microsoft's Direct3D Test—admittedly a myopic benchmark—are encouraging, though because of the trouble with our two current Direct3D games-as-test-tools, the jury is still pretty much out as to real gaming performance.

Compaq's first entry in the gaming market shows a good deal of promise, and while its performance was less than stellar in places, the 8712 would be a great rig for a gamer whose family also needs some computing time (perish the thought). Its speaker system was one of the best we've heard, and its 3D graphics performance will most likely be up to snuff.



FALCON NORTHWEST MACH V

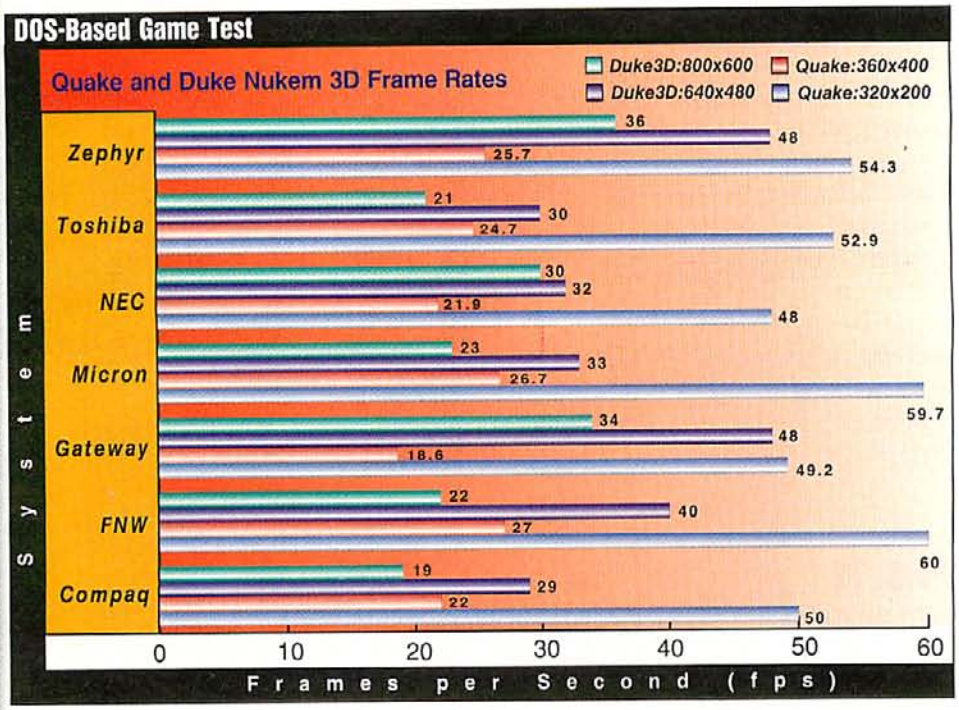
Falcon Northwest took top honors in *CGW*'s Ultimate Game Machine review last year, and rightfully so. Of all the companies involved in this year's comparison, Falcon Northwest has the most mileage making fast, game-optimized rigs.

FALCON NORTHWEST MACH V

PROS: Top performer in many areas, killer 3D graphics hardware.
CONS: Pricey for a system lacking convergence technologies (TV, radio, etc.).
Price: $4,795
www.falcon-nw.com
(888) FALCON-1

Their new Mach V is no exception. Featuring Diamond's Monster 3D board, which is based on 3Dfx's Voodoo chipset (a Diamond Stealth 3D 2000 using S3's ViRGE chip ably handles 2D graphics chores), and a PCI Ultra-SCSI controller that keeps the SCSI hard drive and CD-ROM humming along, this rig is built to burn. Other amenities include CH Products' F-16 combat stick with a two-port CH joystick card, two CH gamepads handy for console-type games, and Altec-Lansing's ACS55 "gaming audio" speakers featuring Dolby Surround technology. These units sound fairly solid overall, though they start clip a little early at louder volume levels.

Every Mach V ships with thorough documentation, including a "paper registry," which is a table listing IRQ, DMA and base I/O address assignments of all I/O cards in the unit. This is a very handy thing to have when adding a new piece of hardware, and that "user-friendly" new Plug-and-Play device you've purchased just won't behave. The Mach V uses an Asus motherboard and an Award BIOS, both very able performers. The only danger



IT THINKS.



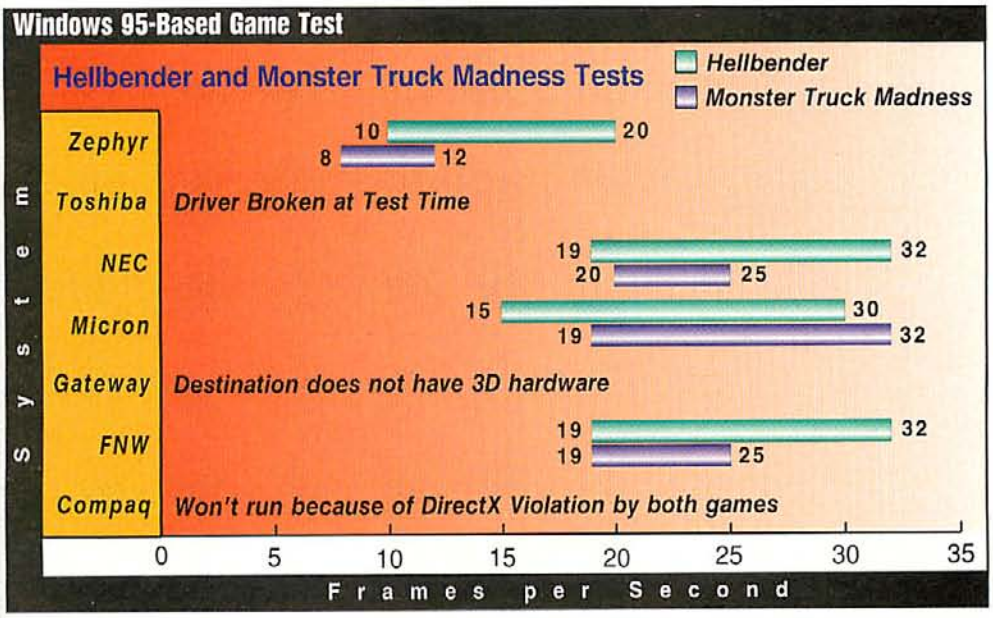
THEREFORE IT KILLS.

http://www.playmatestoys.com

611 Anton Blvd., Suite 500
Costa Mesa, CA 92626
(714) 428-2100

Circle Reader Service #134

Created by Shiny Entertainment, Inc. © 1996 Shiny Entertainment Inc. MDK is a trademark of Shiny Entertainment, Inc. All rights reserved. Artwork and design © 1996 Playmates Interactive Entertainment Inc. PIE™ is a registered trademark of Playmates Interactive Entertainment Inc. All rights reserved.



here is that the Award BIOS makes many low-level system settings user-adjustable, which is both a powerful tool in the right hands and a potential disaster in the wrong ones. But for a hardware-savvy gamer, this low-level system adjustability is welcome. Installation is documented and straightforward, and the case is easily opened, with all I/O cards easily accessed.

Turning to the numbers, this year's Mach V again walks away with quite a few top finishes. In DOS, its QUAKE performance was tops, though its DUKE NUKEM 3D score was curiously one of the lowest, an odd behavior considering the rest of Mach V's solid scores. Windows performance was rock-solid across the board, with wins in just about every category, including 3D graphics. Frame rates in both HELLBENDER and MONSTER TRUCK MADNESS were among the highest of rigs reviewed.

Overall, the Mach V is once again about the fastest rig of the bunch this year. While the boys at Falcon certainly know how to put together a gaming rig that takes no prisoners, Mach Vs don't come cheap. At about $4,800 as tested, this rig will bring you the gaming world on a platter, but be prepared to pony up. Opting for EIDE storage components—which doesn't entail too severe a performance hit—knocks the Mach V's price down to about $4,000, putting Mach V more in line with other systems reviewed here.

GATEWAY DESTINATION

Gateway was thinking big. How big? Try a 31-inch VGA monitor, and a Harmon-Kardon six-speaker Dolby ProLogic audio system. Interested? Thought you might be. Gateway's entry in this year's Ultimate Gaming Machine review is the second release of Destination, with improvements including a new sound card (an Ensoniq SoundScape), an updated wireless keyboard and remote control, and a new monitor. Gateway was the first vendor to ship one of these "convergence" PCs, which integrates a TV tuner, telephony software, and wireless controls with a traditional PC. As Gateway sees it, Destination is a PC that lives in your living room, and is ideal for the La-Z-Boy-inclined.

The first version, while it had potential, had rough edges and was still something of a work in progress. The second coming sees some of those early glitches being addressed, though not all those that affect gamers. Destination features a radio-frequency wireless keyboard, as well as a "field mouse," a combination trackball and TV remote control. The first version of this unit was twitchy, and at times not responsive enough to make action gaming enjoyable. Also lacking were rechargeable batteries.

The second version has improved somewhat on the twitch problem, and with a mouse (not included) plugged into the PS/2 port found on the side of the keyboard, response was good enough to make a QUAKE session move along smoothly. Rechargeable batteries are unfortunately still lacking. Another improvement is Ensoniq's SoundScape, a great-sounding card with an excellent General MIDI wavetable synthesizer. Perhaps the second-generation Destination's biggest shortcoming is still the glaring lack of 3D graphics hardware, which will be crucial in the coming year as 3D titles hit the streets en masse. With a free PCI slot, per-

GATEWAY DESTINATION

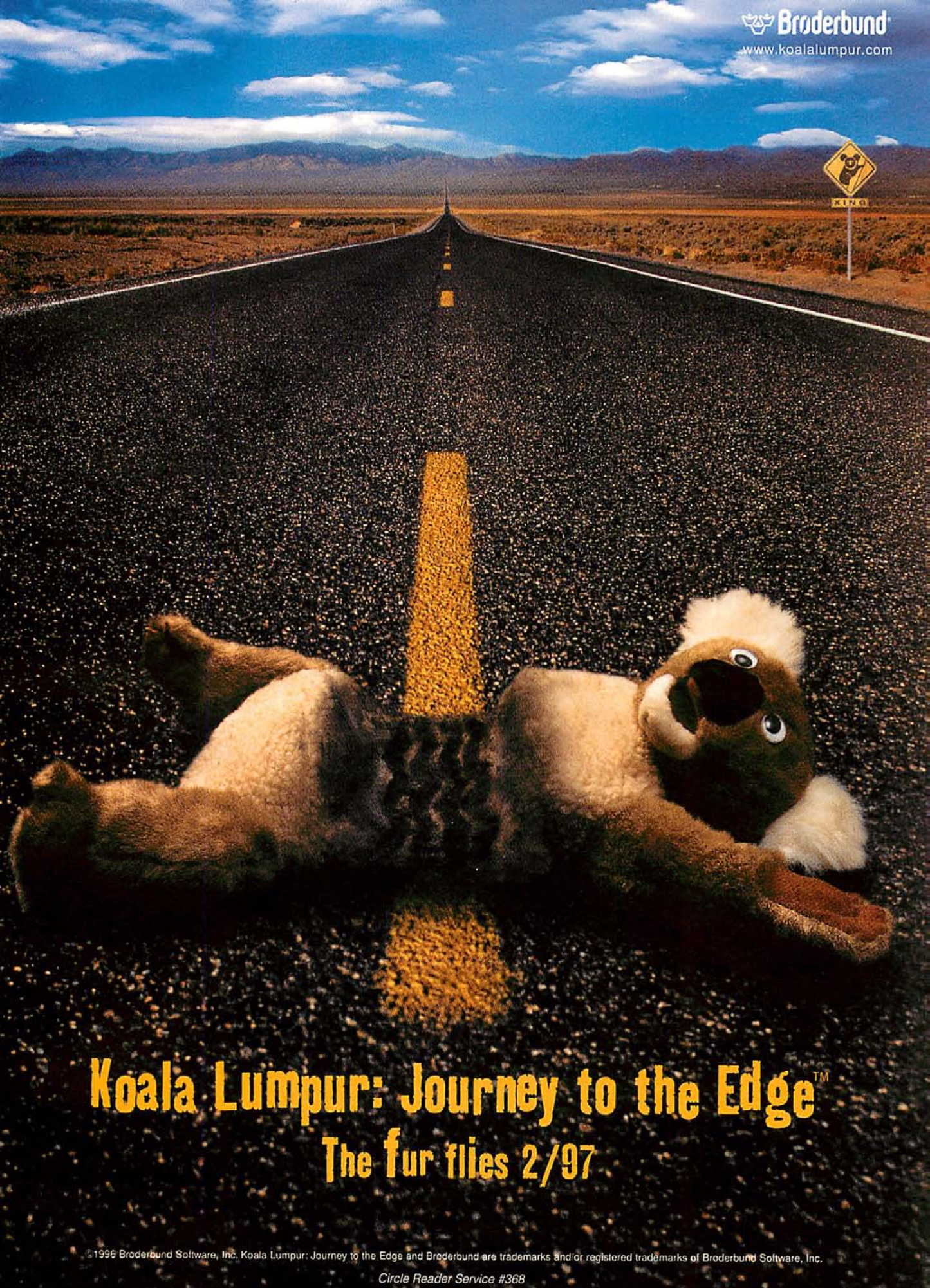
PROS: Big, big picture. Great audio, fastest CPU performance.

CONS: Slow graphics performance, new version of wireless keyboard/field mouse still somewhat twitchy for gaming.

Price: $3,599 (speakers not included)

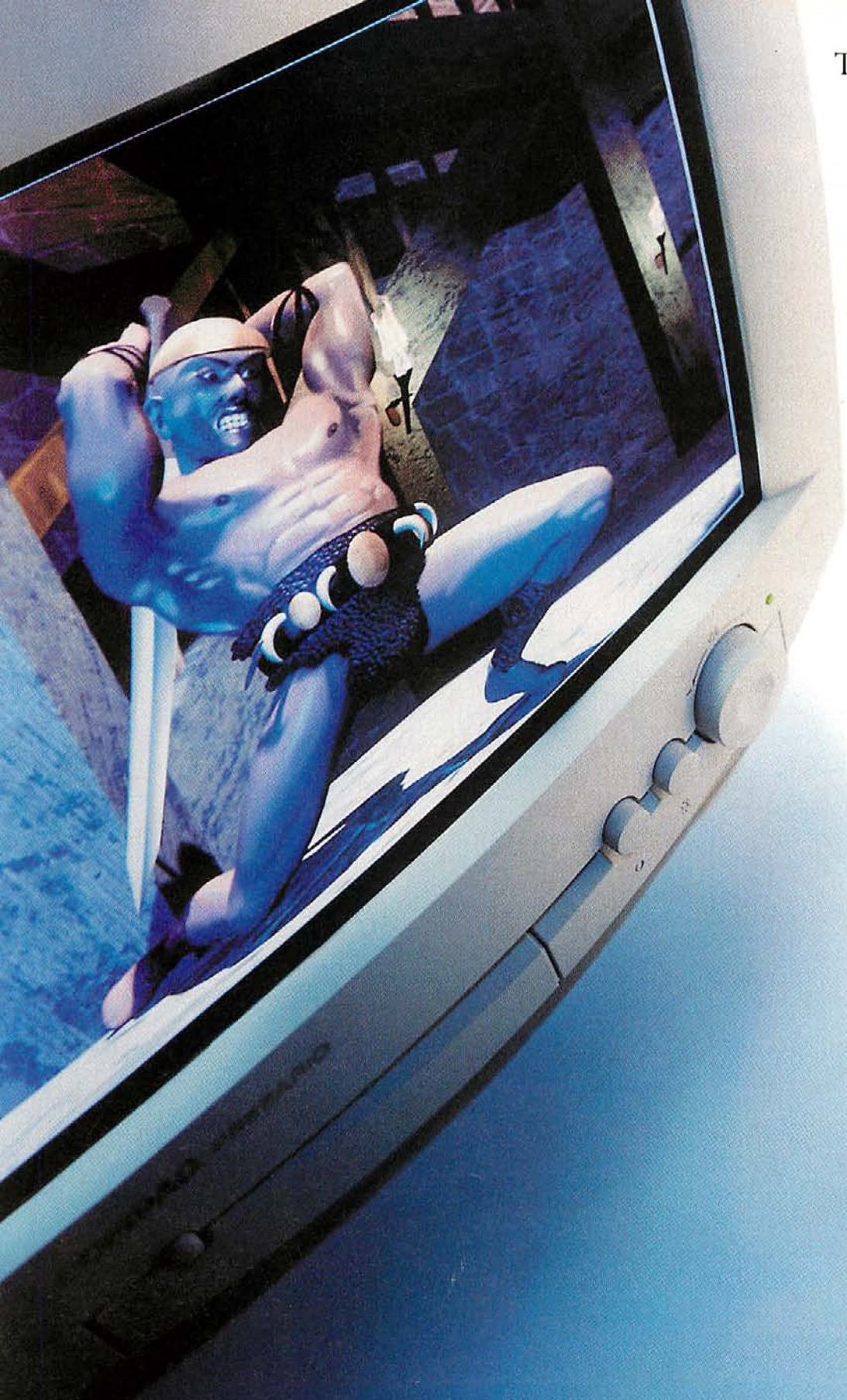
www.gw2k.com
(800) 846-4208





©1996 Broderbund Software, Inc. Koala Lumpur: Journey to the Edge and Broderbund are trademarks and/or registered trademarks of Broderbund Software, Inc.

Circle Reader Service #368



THE HIDEOUS SI

TO

©1996 Compaq Computer Corporation. All rights reserved. Compaq registered U.S. Patent and Trademark Office. Presario is a trademark of Compaq Computer Corporation. The Intel Inside Logo and Pentium are registered trademarks and the Pentium Processor Logo is a trademark of Intel Corporation. Other products mentioned may be trademarks or registered trademarks of their respective companies. *33.6Kbps DSVD modem provides the fastest Internet access available over standard phone lines.

intel inside

pentium PROCESSOR

ACK OF KNUCKLES TO JAW. THE GROTESQUE PING OF PIPE SKULL. THE REVOLTING SLICE OF SWORD THROUGH FLESH.

ALL DELIGHTFULLY EXPRESSED BY THE COMPAQ PRESARIO.



The Compaq Presario 8000 Series isn't for everyone. It's for that certain breed of multimedia enthusiast who likes a computer that, well, goes to 11. After all, the Presario 8000 Series is the most advanced multimedia home computer line ever made.

For starters, it features JBL Pro Premium speakers for the same awesome dynamics one enjoys from a home sound system. Rest assured, when combined with our Interwave 32-Voice Wavetable Synthesis for brilliant audio realism, it'll definitely rock your world. And quite possibly, your neighbors.'

Another cool feature is a Talk & Send 33.6Kbps modem. Not only does it give you the fastest Internet access,* it lets you play games and talk with your opponent at the same time. But perhaps most impressive of all, the Presario has PowerVR 3D Graphics and 6MB of graphics memory that bring true 3D arcade-quality images home for the first time ever. Translation: frightening realism and incredibly smooth animation.

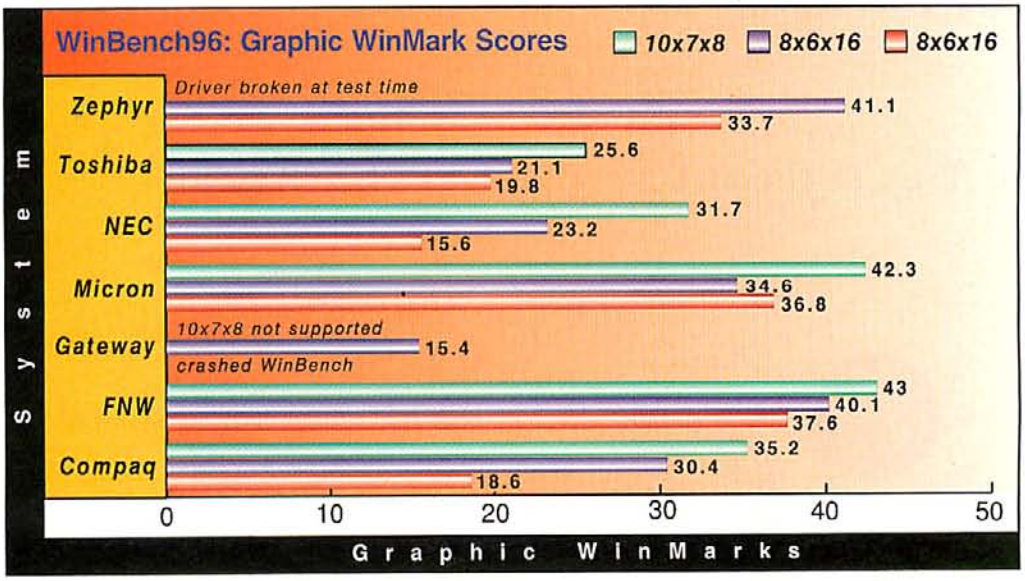
The experience is further intensified by a range of cutting-edge power and performance features. There's even an innovative gamepad that puts everything in the palms of your hands. The same ones that are probably getting a little sweaty right now. For more information, visit us at www.compaq.com or call 1-800-345-1518.



The Compaq Presario 8000 Series. Not for the faint of heart.

COMPAQ

Has It Changed Your Life Yet?



haps a 3D-only board could be added to round out the system, but at additional cost, and possibly conflicting with Destination's 2D graphics/TV tuner subsystem.

Installation is smooth, with color-coded cables and a poster-sized, illustrated instruction guide on putting the pieces/parts together. One note: the monitor should be re-christened "The Herniator," so be sure to round up several burly buds before attempting to move it. The system's Phoenix BIOS is easily launched on startup, and it provides basic, though not extensive, access to adjust system settings. The CPU box itself is a garden-variety desktop unit, and all plumbing inside is easily accessed.

Despite some cool convergence features, the Destination's gaming performance isn't the greatest. DOS tests place Destination at or near the bottom of the pack, except for DUKE NUKEM 3D at 800x600, where it came in second. Windows performance wasn't much different, though again, Destination posted the best CPU scores in WinBench tests of all rigs tested.

If you want a system that covers a lot of bases, Destination does a good job on several fronts, and is still competitively priced. But for hard-core gamers, there are some key omissions that make this rig sub-optimal. The big picture and brawny audio are great, but they don't mask less-than-stellar graphics performance and a lack of 3D graphics hardware.

MICRON HOME MPC

Micron has made solid overall PCs that doubled as good gaming boxes for several years now. But their 200 MHz Home MPC is the first system they've really designed to rock gamers' worlds. To their credit, they've put together an impressive rig that delivers on just about all fronts, and does it at a relatively affordable price. Rather than try and integrate AV components, Micron has instead loaded the Home MPC with Diamond's Monster 3D graphics board, based on 3Dfx's Voodoo chip set, and a Microsoft Sidewinder 3D joystick and gamepad.

MICRON HOME MPC

PROS: Solid performance across categories, competitive price.

CONS: General MIDI patch set is so-so, no VESA 2.0 support in firmware.

Price: $3,415

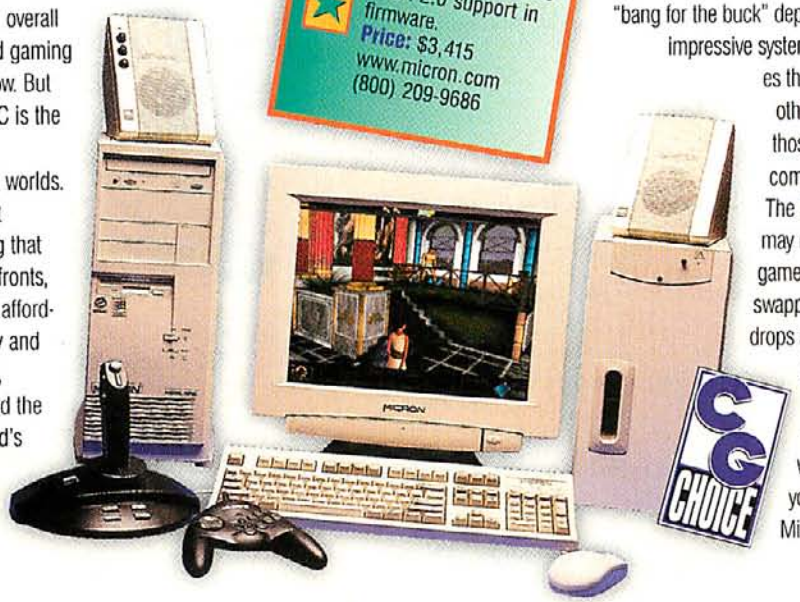
www.micron.com

(800) 209-9686

The Home MPC ships with a poster-sized, illustrated installation guide that helps you get up and running. The case can be opened *sans* tools, and system components can be readily accessed. The Phoenix BIOS provides good basic access for tweaking low-level system settings.

Despite its somewhat unremarkable appearance, Micron's box shines in the "function-over-form" department, turning solid performances across the board. Its DOS graphics scores were on par with Falcon's venerable Mach V, as were its Windows 2D graphics numbers. Its hard-disk and CD-ROM numbers were also respectable, and its CPU scores just about equaled those of the swift Falcon. Looking at Direct3D performance, Micron was a top finisher in both polygon throughput and pixel fill rate, and frame rate numbers in HELLBENDER were in the 15-30 fps range, whereas in MONSTER TRUCK MADNESS we saw frame rates ranging from 19 to 32 fps.

Micron pretty much takes top honors in the "bang for the buck" department, assembling an impressive system that just about matches the performance of all other entrants but, unlike those other top finishers, comes in at around $3,400. The Microsoft joystick's feel may not be pleasing to some gamers, but it can be swapped out, and the price drops accordingly. If you're looking for a top-shelf performer and don't want to be bothered with a second mortgage, you'd do well to consider Micron's latest offering.



Citizens of Planet Earth:

You Are the Enemy.

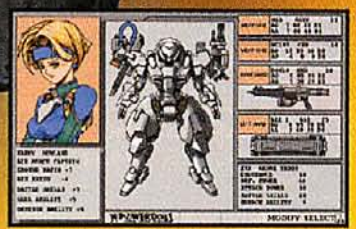
POWERDOLLS

25TH CENTURY FREEDOM FIGHTERS

"You traveled across the galaxy to attack us. You claim our parents freely chose to colonize this world for you! No, This is our world! You drew first blood. Now you must die!

A Futuristic Paramilitary Simulation: Plan and lead a realistic rebellion. At your command is an elite force of highly trained, extremely deadly, female cyberwarriors ready to kill and die to defend their planet!









Circle Reader Service #125

MEGATECH

To order, call 1-800-258-MEGA

KOGADO Software Products

AP ALL PLAYERS

© 1995 Megatech & Design, Inc., Torrance, CA 90501 • All rights reserved

Catch us on the Web: http://www.megatech-software.com

Minimum Requirements: O/S - DOS 5.0, Ram - 4MB, Video - VGA, CD-ROM - 2x, Hard Disk - 5MB, Sound - Sound Blaster & MIDI, Input - Mouse

IN THE WAR OF THE GAMING MACHINES, THERE WILL BE NEW ENEMIES THAT DO NOT KNOW HOW TO PLAY THE GAME...



"I guess the thing that strikes people first about the MACH V is how bleedin' *fast* it is."
-PC Gamer

"In terms of raw performance, the MACH V easily bested the other systems in our roundup. It surpassed the other systems in every benchmark."
-Computer Gaming World

"Ssssmmokin'! The MACH V just might be the only computer hardware you'll need. This system is *that* good."
- Boot - 92% rating

"Best Hardware of the Year" [1995]
-Computer Game Review

"It's top-notch performance is key, but you'll also appreciate the MACH V's little extras."
- PC Games - Rating: A

"The MACH V may cost a bit more than other systems, but hard-core gamers will find it worth the investment."
- PC Magazine - 4/4 stars

"The system's performance was nothing short of excellent, chewing through every benchmarking program thrown at it, scoring an overall average of 20% better performance than a similarly equipped Gateway 2000"
-Next Generation

FALCON NORTHWEST
COMPUTER SYSTEMS

...AND FALCONS WILL FLY OVER THEIR BROKEN HULLS.



GET FAST . . .

OR GET OUT OF THE WAY

THE FALCON MACH V GAMING PC

200MHz CPU Power

3 Graphics processors

Over 45 megabytes of total memory- 8 dedicated for high speed graphics

33.6 Kbps internet ready

Dolby Surround™ Sound

3Dfx Voodoo ™ accelerated 3D graphics

GS, GM, & XG MIDI standards 676 wavetable instruments

Ultra-Wide SCSI data channels

NO compatibility hassles

The highest quality gaming peripherals

Supports the hottest new technologies :USB, SDRAM, IrDA, P200+, MMX and more!

And each system is custom built to meet your needs
by Falcon's veteran technicians no assembly lines or "pre-packaged" systems

CALL TOLL FREE:

1-888-FALCON-1

or 1-800-258-6778

http://www.falcon-nw.com

Custom built PCs starting at $2,995 for game playing, graphics, game design-or even getting some work done



Trademarks are the property of their respective owners. Optional equipment pictured.

Circle Reader Service #257





NEC POWERPLAYER 2020

PROS: Excellent 3D graphics performance, terrific bundled controllers.

CONS: Mediocre performance in most other categories, some 8-bit sound tinny in DOS.

Price: $3,800

www.nec.com

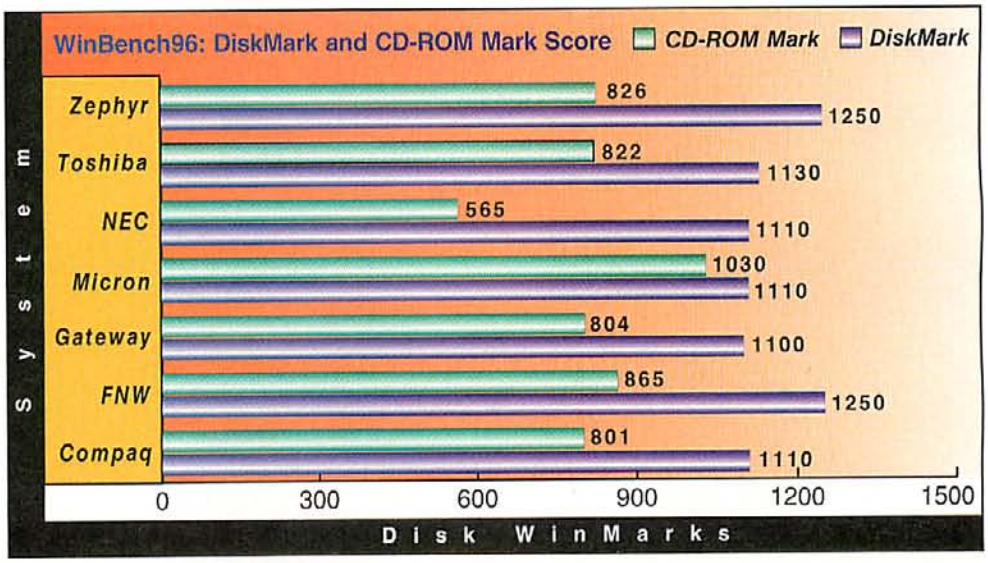
(800) 632-4636

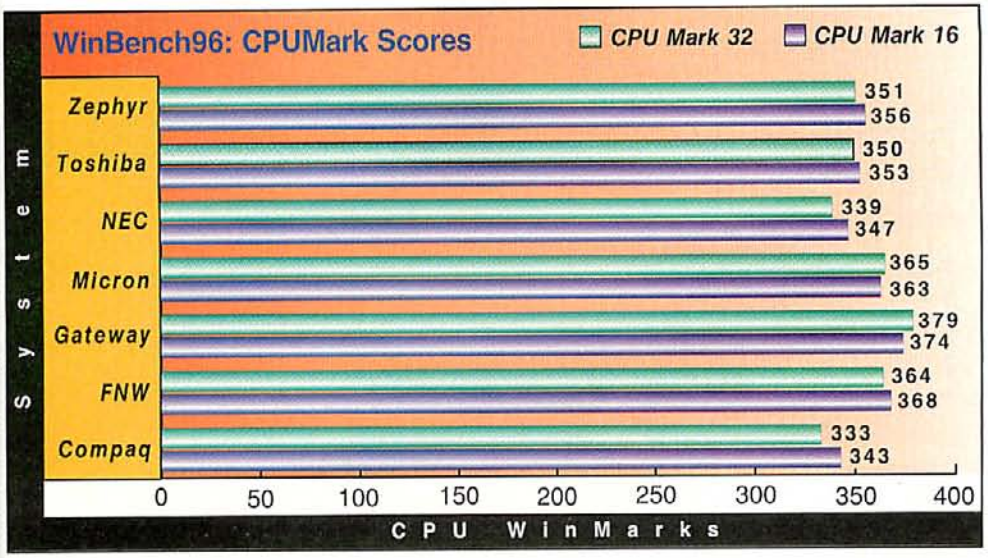
NEC POWERPLAYER 2020

NEC participated in last year's Ultimate Gaming Machine round-up, entering their PowerPlayer system. That system, though not without its good points, was dogged by performance woes and some glitchy behavior on several tests. NEC has addressed those shortcomings in the PowerPlayer 2020. Notable features include an infrared remote control with audio CD transport controls, mouse functionality, as well as telephony controls to drive NEC's RingCentral software. Other goodies include Diamond's Monster 3D board based on 3Dfx's Voodoo chip set, a ThrustMaster FCS Mark II joystick *and* Advanced Gravis' GRiP gamepad controller system with two gamepads, and NEC's 4x4 CD-ROM drive, which can hold four CD-ROM disks at a time.

Putting the rig together is fairly straightforward, with plugs on the back panel clearly marked. The case is designed for tool-less entry, and like Compaq, NEC has implemented a mezzanine bus for both PCI and ISA I/O slots. But unlike the Compaq, these slots are readily accessed once the case cover has been removed. The Phoenix BIOS provides cursory, though adequate, access to system-level settings, and it is easily launched at boot-up.

The audio subsystem consists of a motherboard-based Yamaha OPL-SA chip set (the SA stands for Sound Blaster Architecture), and Advent's AV370 speaker system. The OPL-SA seems to provide very good Sound Blaster compatibility, as well as an adequate, though unremarkable, General MIDI wavetable patch set. This chip set also has SRS stereo enhancement, which widens the perceived stereo field; this can be enabled/disabled in Windows 95. The effect is audible and pleasing, except that hiss becomes evident when SRS is enabled. The Advent speaker system does a good job pumping game audio, and music sounds clean as well.











PSYGNOSIS™

www.psygnosis.com

KIDS TO ADULTS K-A CONTENT RATED BY ESRB

PC CD ROM



Destruction Derby™ 2 is the perfect combo of balls-to-the-wall racing and 3D wreckage. Seven new tracks are longer, wider, faster, plus four destruction bowls. Cars roll, cars flip, cars fly off the track. There's more deadly debris to deal with - tires, doors, hoods get jettisoned and serve as incoming missiles. There's all new fire, new explosions, and improved suspensions for more realistic handling. Destruction Derby 2. Designed exclusively for the true connoisseur of crash.

© 1996 Psygnosis Ltd. All rights reserved. Destruction Derby™ 2 and Psygnosis and the Psygnosis logo are trademarks of Psygnosis Ltd. The ratings icon is a trademark of the Interactive Digital Software Association.

Circle Reader Service #287



TOSHIBA INFINIA 7200

PROS: Elegant integration of television, radio, and telephony functionality. Decent overall DOS performance.

CONS: Slowest 3D graphics performance, speaker system lacks serious oomph.

Price: $3,548

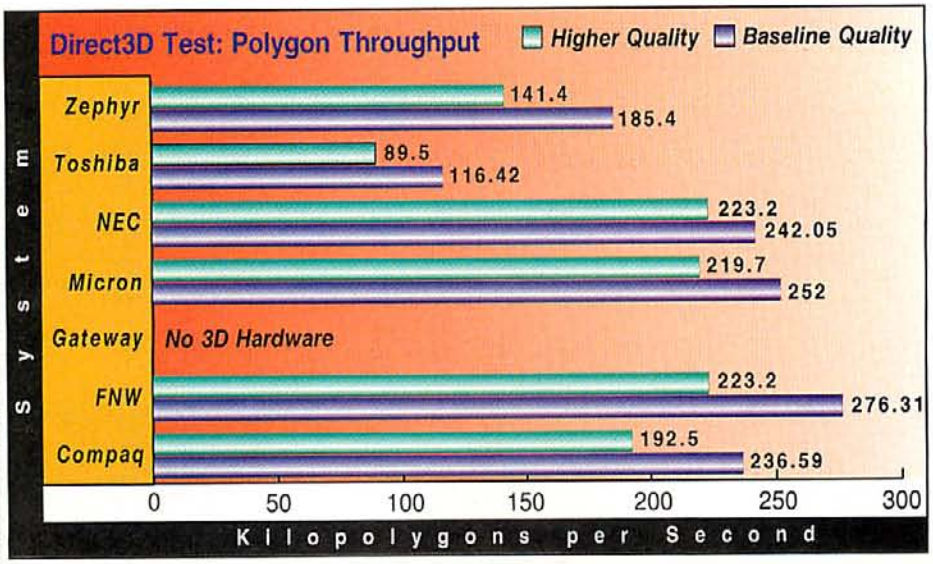
computers.toshiba.com

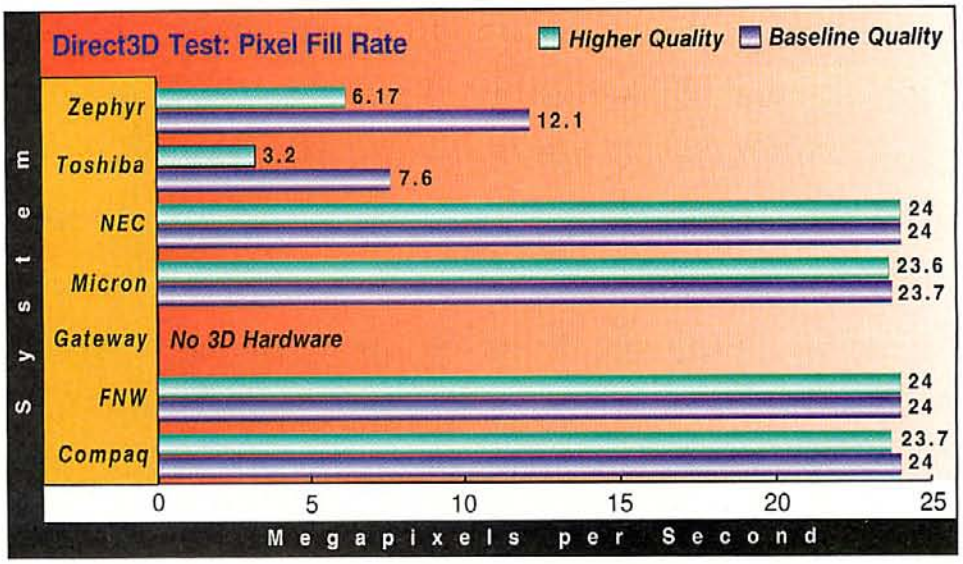
(800) 334-3445



On the performance side, NEC fared better than last year, but aside from its impressive 3D graphics performance, its scores put it squarely in the middle of the bunch. PowerPlayer's motherboard-based ATI Rage chip, which handles 2D graphics chores, was unremarkable in DOS tests, with favorable bumps coming in CBench SVGA and DUKE NUKEM 3D 800x600 tests. Windows performance was more of the same, with the notable exceptions being Direct3D Test performance and frame rates in HELLBENDER and MONSTER TRUCK MADNESS.

All told, NEC has made some very solid improvements over last year's offering, but the PowerPlayer 2020 doesn't come out on top this year. Aside from a killer 3D graphics subsystem, this rig's performance is for the most part unremarkable. Admittedly, there are some solid components—3Dfx's Voodoo chip set and Gravis' GRiP system to name a few—but the package doesn't really come together to deliver compelling all-around performance. As a tricked-out gaming box, it's not tops, and as a convergence rig, there are other entrants who do a more thorough job in that arena as well.





TOSHIBA INFINIA 7200

Getting Toshiba's Infinia 7200 in house for this review was no small task. Because of Toshiba's extensive presence in the home audio/video world, the fact that they're getting into the PC game is big news. The result: everybody, not just computer magazines, wants to get their hands on one. Our venerable Editor-in-Chief was ready to *buy* one of these things, and couldn't find the 200 MHz model in stock anywhere. So what's all the fuss about? Well, to some degree, what Gateway started with Destination, Toshiba has refined with its Infinia line of PCs. Admittedly, there's no 31-inch monitor or six-speaker booming audio system—though given Toshiba's experience in the home AV market, such a configuration wouldn't be sur-

PSYCHOTIC. SUICIDAL. PARANOID. DELUSIONAL & AGGRESSIVE.



MEET YOUR SAVIOR.

It's May 2086, alien Mechs are taking-over the world. Humans are being imprisoned within robot bodies to destroy all life on earth. It's a race against time for Russian renegade soldier Krazy Ivan to pilot a suicide mission that will destroy the aliens and free the human race.

Blast your way into 3-D arcade-action madness with over 30 classes of Mech enemies to destroy in 5 international battle zones. Customize your battle suit and upgrade your weapons. Are you just crazy enough to save the world?

PSYGNOSIS

PC CD ROM

KRAZY IVAN★

FOR WINDOWS® 95

KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB



Visit Psygnosis online at www.psygnosis.com

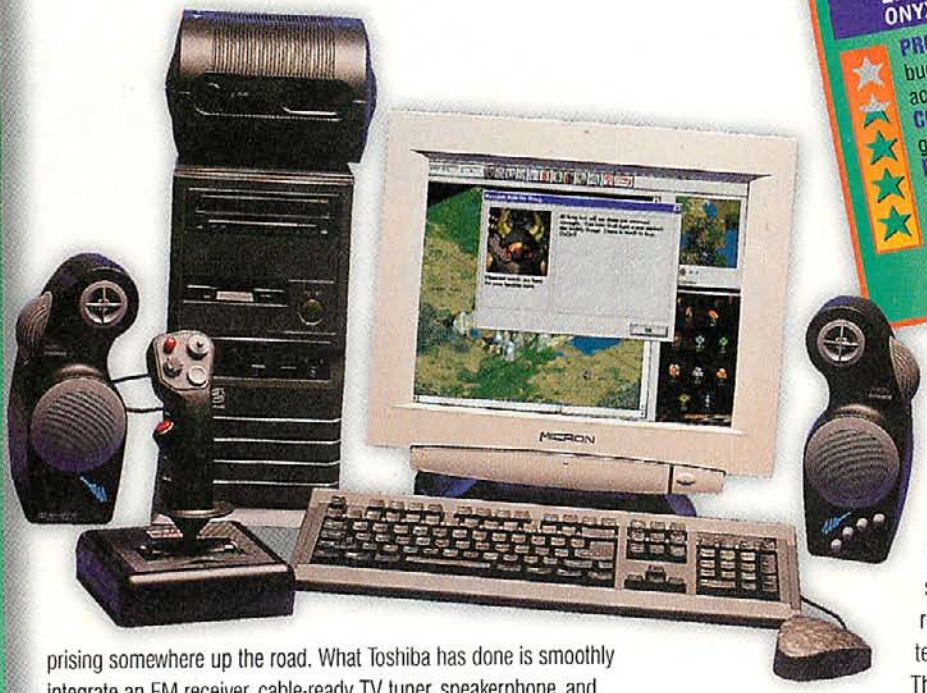
Circle Reader Service #282

Krazy Ivan, Psygnosis and the Psygnosis logo are trademarks of Psygnosis, Ltd. ©1996 Psygnosis Ltd. The ratings icon is a trademark of the Interactive Digital Software Association. Windows® is either a registered trademark or trademark of Microsoft Corporation in the United States and/or other countries.



The Fastest Gaming PCs





ZEPHYR COMPUTING ONYX SPEED DEMON

PROS: Good bang for the buck, solid scores almost across the board.
CONS: Unimpressive 3D graphics performance.
Price: $3,800
ourworld.compuserve.com /homepages/zephyr_computing_corporation
(800) 448-8806

prising somewhere up the road. What Toshiba has done is smoothly integrate an FM receiver, cable-ready TV tuner, speakerphone, and telephony system into a PC.

The first thing you notice sitting in front of the Infinia is the control panel on the front of the monitor, a Universal Serial Bus (USB) device that includes controls for the above-mentioned AV devices as well as a volume knob to control the master volume level in Windows 95. The volume knob doesn't work under DOS, though. Using these controls, you can drive the AV applications while hardly touching the keyboard or mouse. Also included is an infrared remote control which also has these functions, in addition to mouse functionality.

Installation is painless, with good documentation, and color-coded cabling helps get Infinia up and running in minutes. The AMI BIOS offers minimal but sufficient access to system-level adjustments. Infinia's case opens *sans* tools, and its motherboard layout is such that all components are readily accessible. I know what you're thinking: "Hey Shakespeare, shut yer pie-hole and tell it: Is this is a good gaming rig, or what?" So let's move on.

For gamers, the first thing that's missing is a game controller of any kind. Second, the audio system—ported for better bass response and integrated into the monitor—sounds pretty good, but lacks any serious strength at the low end and goes into distortion somewhat early.

Turning to the performance numbers, Toshiba fared pretty well in DOS tests, placing anywhere from second best to mid-pack. Its Windows 95 performance, however, didn't really follow suit. Though its disk and CD-ROM scores were respectable, its CPU scores were smack in the middle, and its 3D graphics performance was the slowest of the lot.

Toshiba has come up with an intriguing rig for early adapters hell-bent on blazing the convergence trail. But does this a killer gaming rig make? Not really. Its numbers are respectable, most notably in DOS, and its ease-of-use with the embedded AV devices is commendable. But certain key performance areas are lacking—specifically, 3D graphics performance—and its performance otherwise in Windows 95 is unremarkable.

ZEPHYR COMPUTING ONYX SPEED DEMON

We took a look at Zephyr's Onyx earlier this year, and after some initial glitches, wound up reviewing a pretty impressive system that was competitively priced. The successor to that system, the Onyx Speed Demon, follows the same path, delivering solid performance (except in one key area, 3D graphics) and hitting a price point of about $3,800.

Setup went off without much difficulty, with some labels on the

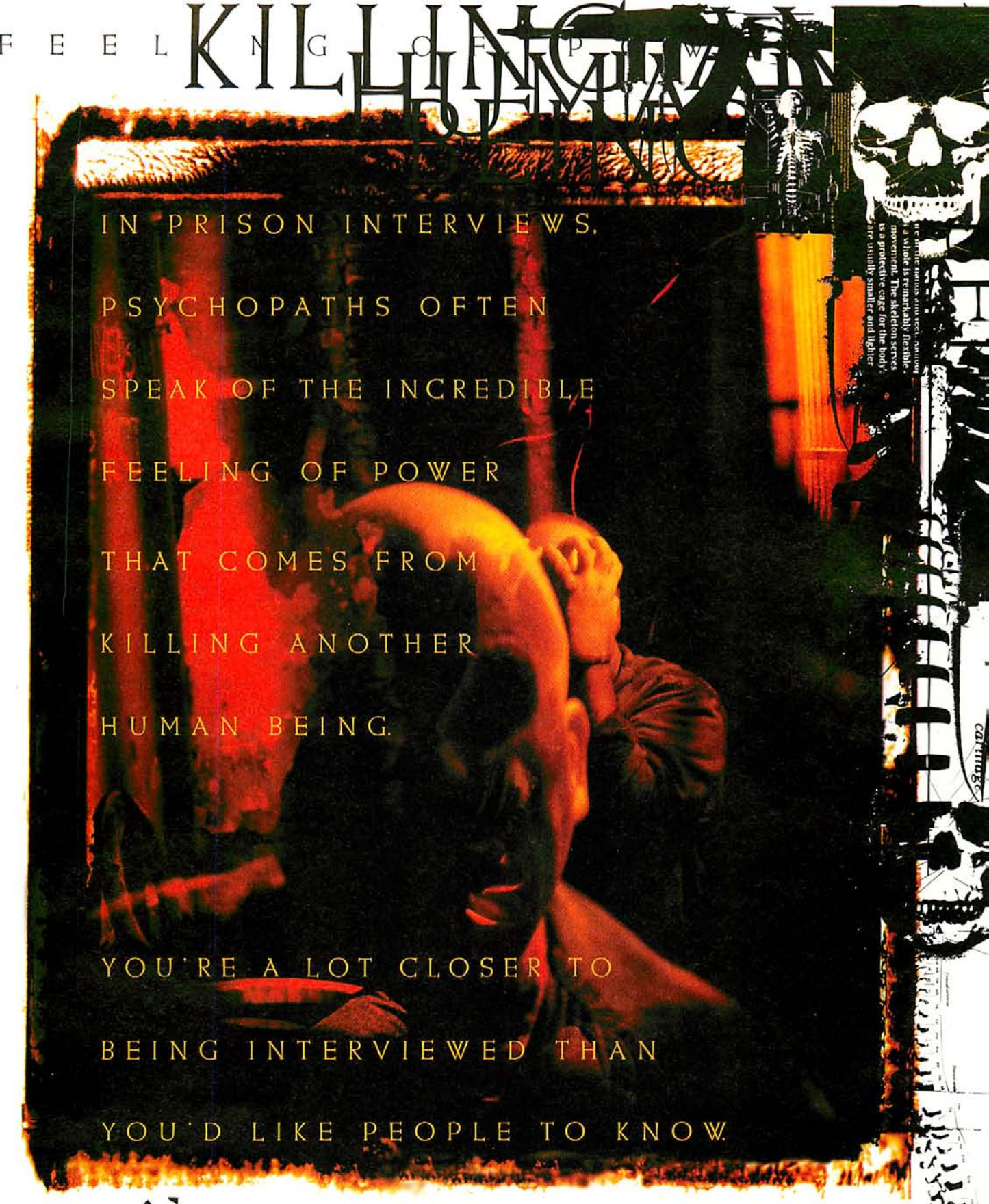
Let's Do The Numbers

The benchmarks in this article concern several key performance areas, and give a good indication of what you can expect out of these systems. In addition to the graphs on these pages, we have posted some additional performance data on our web site. Some of the numbers are pretty straightforward, like frame rates from DOS and Win 95 games, but others are a bit more esoteric.

In Winbench 96, the Graphics WinMark score is derived from performing graphical tasks similar to those performed by real-world business applications, ranging from word processors to graphics design programs. Speedy execution of business application tasks may not be directly relevant to gaming performance, but this kind of performance can be important for, oh let's just call it the Spousal Rationalization Factor.

In testing Direct3D performance, we used Microsoft's Direct3D Test application that ships with their DirectX SDK. This tool is far from perfect, and in some ways isn't very "game-like," but it does give an indication of a system's Direct3D performance. We look at two types of performance from Direct3D Test: pixel throughput and polygon throughput. Polygon throughput is the number of rendered polygons the card is able to generate. More kilopolygons per second means greater scene complexity. Pixel fill rate is a measure of how fast a graphics card can write pixels to its local memory. Higher pixel fill rate numbers will also probably yield better overall gaming performance.

All of the numbers here combine to tell the story. If a machine does well across the board, you can bet it'll move things along smartly on your favorite power-hungry game.



KALI
PLAY HARDER
www.kali.net

THINK YOU'VE MASTERED THE GAME?
50,000 USERS ON 150 SERVERS
IN 25 COUNTRIES THINK THEY HAVE TOO.
KALI. THERE'S NO BETTER WAY TO PLAY

Circle Reader Service #381

Ultimate Game Machine Features & Pricing

	Compaq Presario 8712	Falcon Mach V	Gateway Destination	Micron Home MPC	NEC PowerPlayer 2020	Toshiba Infinia 7200	Zephyr Onyx
	★★★½☆	★★★★½	★★★½☆	★★★★★	★★★☆☆	★★★½☆	★★★½☆
Memory	Intel P200	Intel P200	Intel P200	Intel P200	Intel P200	Intel P200	Intel P200
	512 K	512 K	256 K	512 K	256 K	256 K	256 K
	EDO DRAM	EDO DRAM	EDO DRAM	EDO DRAM	EDO DRAM	EDO DRAM	EDO DRAM
	32 MB	32 MB	32 MB	32 MB	32 MB	32 MB	64 MB
	Compaq	Award	Phoenix	Phoenix	Phoenix	AMI	Award
Storage	Yes	No	No	No	Yes	Yes	USB-ready
	EIDE	U/W SCSI	EIDE	EIDE	EIDE	EIDE	EIDE
	Compaq OEM	Quantum Atlas	Western Digital AC 32500H	Western Digital	IBM DADQ	Western Digital Caviar	Quantum FireBall
	3.8 GB	2 GB	3.8 GB	2.1 GB	3.2 GB	3 GB	1.2 GB
	Compaq OEM, 8X	Plextor 8Plex	Toshiba 8X	Hitachi 16V, 12X	NEC 6x4	Toshiba 8X	Teac 8X
Graphics	On Motherboard	Diamond Stealth 3D 2000	STB	Diamond Stealth 3D 2000	On Motherboard	Toshiba OEM	Diamond Stealth 3D 2000
	S3 ViRGE	S3 ViRGE	BrookTree	S3 ViRGE	ATI Rage 2	S3 ViRGE	S3 ViRGE
	2 MB EDO DRAM	2 MB EDO DRAM	2 MB VRAM	4 MB EDO DRAM	2 MB EDO DRAM	2 MB EDO DRAM	4 MB EDO DRAM
	Compaq OEM	Diamond Monster 3D	None	Diamond Monster 3D	Diamond Monster 3D	Toshiba OEM	Diamond Stealth 3D 2000
	NEC/VideoLogic PowerVR	3Dfx Voodoo	N/A	3Dfx Voodoo	3Dfx Voodoo	S3 ViRGE	S3 ViRGE
	4 MB SGRAM	4 MB EDO DRAM	N/A	4 MB EDO DRAM	4 MB EDO DRAM	2 MB EDO DRAM	4 MB EDO DRAM
	Compaq 17"	Princeton 17"	Gateway 31"	Micron 17"	NEC 17"	Toshiba 17"	Nokia 17"
Audio	STB (InterWave)	Sound Blaster 16	Ensoniq VIVO 90	Sound Blaster 32	onboard Yamaha OPL-SA	onboard Yamaha OPL-SA	Sound Blaster 16
	None	Yamaha DB50XG	None	None	None	None	Roland SCD-10
	Custom JBL Pro Premium	Altec-Lansing ACS 55	Harmon-Kardon	Advent AV370	Advent AV370	Integrated w/ monitor	Altec-Lansing ACS 55
Modem	Compaq 33.6 DSVD	USR 33.6	Telepath 33.6	Supra Telephony 33.6	Boca 33.6	Sierra 28.8	USR 33.6
	ThrustMaster Phazer Pad	CH F-16 Combat Stick & 2 GamePads	None	MS Sidewinder 3D Joystick and Gamepad	ThrustMaster FCS, Gravis GRiP	None	CH F-16 Combat Stick
Price	$3,199	$4,795	$3,599 (speakers not included)	$3,415	$3,800	$3,548	$3,800



back panel to help get the party started. The Speed Demon uses an Asus motherboard and an Award BIOS, which gives detailed, low-level control of system settings, most notably on memory timings. The mini-tower case makes all components easily accessible, though it appears that Falcon and Zephyr have happened upon the same case supplier. In fact, given the number of similarities, the Speed Demon almost appears to be a Falcon Mach V clone. These similarities extend to the audio subsystem: both rigs ship with standard Sound Blaster 16s and have the Altec-Lansing ACS55 speakers. The only difference here is that Falcon uses Yamaha's DB50XG daughterboard, whereas Zephyr opted for Roland's SCD-10 board. Both sound terrific, by the way.

The Speed Demon was a solid performer in just about every area except one: 3D graphics, where it performed poorly. But its DOS performance was nipping at the heels of Falcon's, and its WinBench scores continued this pattern, actually nudging past Falcon on the 800x600 Graphics WinMark test. Using Diamond's Stealth 2000 3D, which is based on S3's ViRGE chip, Zephyr posted very good 2D performance, but its 3D performance wasn't nearly as impressive. These scores were second-to-last across the board, beating out only Toshiba. The addition of a solid 3D-only board would quickly remedy the problem, but the lack of one here leaves Zephyr's 3D performance wanting.

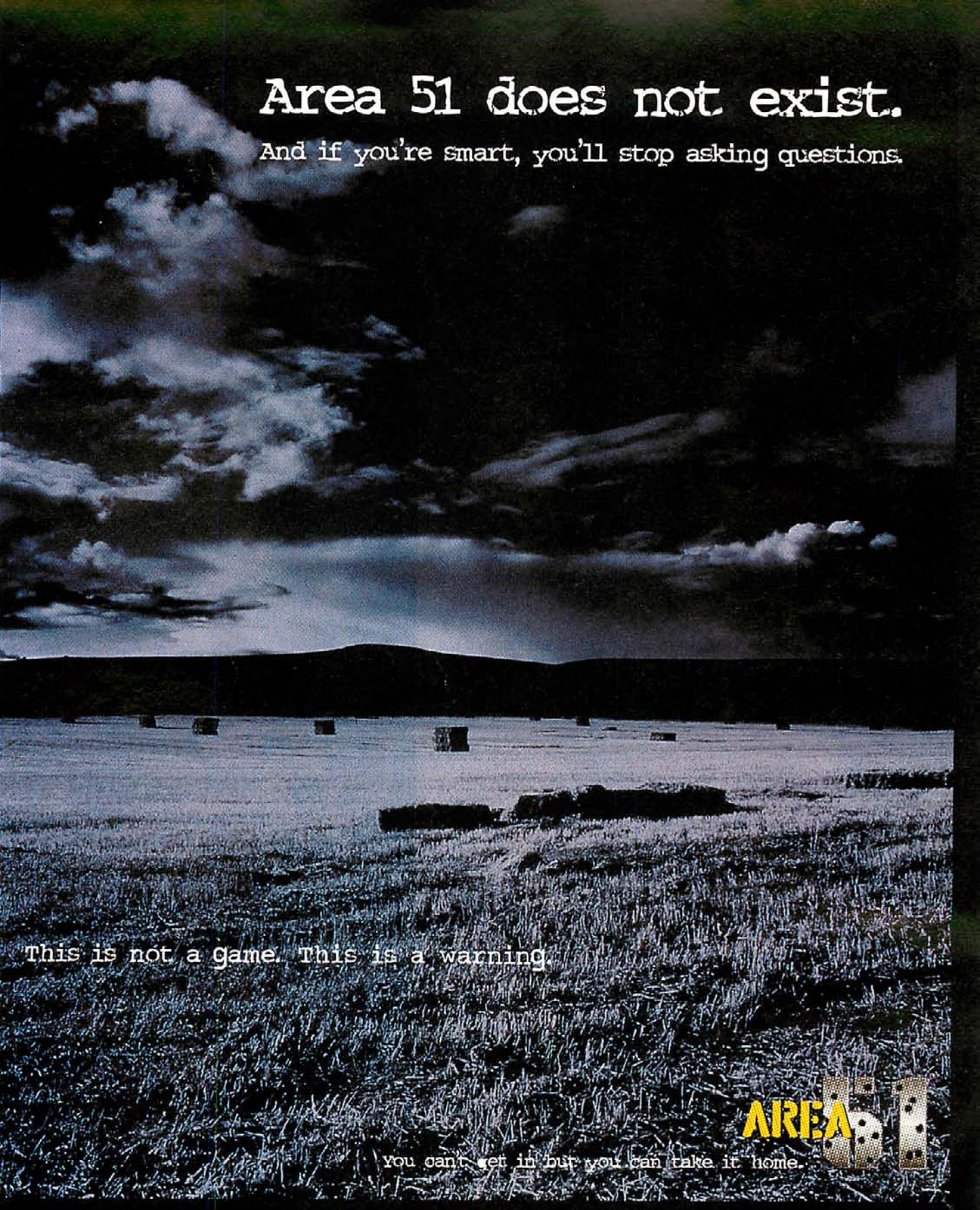
Zephyr has put together a good package of hardware components, all of which conspire to deliver very good performance in most departments. If the one glaring shortcoming can be addressed, Zephyr could have a winner on its hands.

Coming Up In *The Ultimate Game Machine* Series

January
We'll show you how to build a killer gaming machine from the ground up.

February
Upgrade solutions to turn your PC into a born-again screamer.

March
How to build a solid gaming system for around $2,500.



MIDWAY

The #1 Arcade game shows you what your government won't.

PC CD-ROM

GT Interactive Software
www.gtinteractive.com

Area 51™ ©1995 Atari Games Corporation. All rights reserved. Developed by Mesa Logic, Inc. Converted by Tantalus and Perfect Entertainment Ltd. Distributed by Midway Home Entertainment Inc. Midway® Home Entertainment Inc. is a registered trademark of Midway Games Inc. Used by permission. GT and GT logo are trademarks of GT Interactive Software Corp. All other trademarks are the property of their respective companies.

Circle Reader Service #47



Gaming On The Run

A Guide To Finding The Right Laptop For Portable Gaming

by Denny Atkin

With Pentium 100 laptops now the entry-level, most of today's portables make at least serviceable game machines. Multimedia units with sound and CD have dropped into the $2500 range. That's still $1000 more than a similarly equipped desktop unit, but it beats the $5000 prices for similar units only a year ago.

Here's our rundown of the various specifications you should check out before dropping a few grand on a high-performance gaming laptop.

Processor: 100- to 133-MHz Mobile Pentium. Although 150-MHz units are now available, they run at a slower bus speed (60 MHz vs. 66 MHz for the 133) and provide little or no performance improvement. Also, the 150-MHz chip uses slightly more power than the 133. Avoid units that use desktop Pentium chips—these use much more power and run hotter.

Cache: 256K synchronous burst L2 cache. Cache memory is vital to game performance, especially with 120-MHz and faster Pentiums.

RAM: 16 MB is minimum for Win 95 gaming.

CD-ROM: A must. Some systems still ship with 4x drives, but 10x and faster drives should be available by Christmas.

Screen: If you primarily play turn-based games, RPGs, or adventures, a DSTN passive-matrix screen will do. If you play simulation, action, sports, or real-time strategy games, you'll want a TFT active-matrix screen. DSTN screens have a slow update rate and leave ghostly trails in fast-action games. Note also that most newer TFT screens support 16-bit color, while DSTN displays are limited to only 256 colors.

One feature to avoid is "screen stretching." Some notebooks stretch 640x480 screens so they fill an entire 800x600 display. Although this avoids the squashed, letterbox effect of displays without this feature, it also results in a jagged, "messy" display.

Sound: 16-bit Sound Blaster compatibility. Creative Labs and ESS chip sets provide the fewest compatibility woes.

Joystick Port: Built-in. If you get a unit that has a standard joystick port, or one on a docking station, you'll save yourself many headaches. There's only one fully Win 95 and DOS game-compatible joystick port card available (JC Designs GameCard II, a PCMCIA card available from Flight Sim Central at 800-477-SIMS). And some machines, such as the Micron Transport, won't work with this or any other joystick game card due to the way they allocate motherboard resources.

Batteries: Lithium-Ion (LI). Older-technology Nickel-Metal Hydride (NiMH) batteries have a shorter life and suffer from memory effects that can reduce charge capacity over time.

Other Considerations: Many portables support NTSC and S-Video output, great if you want to play your favorite PC games on the family big-screen TV. Also, we recommend a system with a pointing stick or trackball. GlidePoint-style touchpads don't provide the precise control necessary for gaming. Consider a PS/2 port splitter that will allow you to plug in an external keyboard and mouse simultaneously, for those games that make heavy use of the numeric keypad.

The Ultimate Portable Game Machine

We tested some of the hottest notebooks on the market in an effort to find a unit with all the features a gamer looks for. Our runners-up were all good machines in many respects, but all suffered at least one fatal flaw. Micron's Transport is incompatible with joystick cards, and its screen-stretching feature causes 640x480 games to look terrible; Toshiba's Satellite Pro units are good entry-level laptops, but without L2 cache they can't provide the necessary performance for action games and sims; and HP's Omnibook 5500CT fails only in having a very short battery life and a very high street price. Toshiba's Tecra 510 and 730 series units are top-notch technically, but chronic shortages make them nearly impossible to find in-stock.

And the winner is...Compaq's Armada 4130T. This modular unit does nearly everything right for the gamer. A fast 133-MHz Mobile Pentium is backed up with 256K of L2 cache and 16 MB of RAM. The 11.8-inch TFT screen is sharp and displays 65,000 colors in 800x600 resolution with no screen stretching. The floppy drive and CD-ROM can be used simultaneously (a rare feature in portables), the touchpad can be replaced with a slick little trackball, up to three batteries can be installed to provide over eight hours of on-the-road gaming, and an NTSC output lets you play games using your television.

The Armada's gaming strength comes from its Mobile CD Unit (MCDU), a two-pound add-on that fastens to the bottom of the five-pound base unit. This not only contains a CD-ROM (an anemic 4x drive—the system's only weak point, which will hopefully be upgraded soon) but also a joystick port, room for an extra battery, and two crisp-sounding speakers. The MCDU also adds support for wavetable MIDI sound, a feature found on none of the other notebooks we tested.



Prices range from $2499 (100-MHz DSTN Armada 4110) to $4499 (133-MHz TFT Armada 4130T); the MCDU is $429.

DO OVERWEIGHT MEN IN LITTLE PINK TUTUS EXCITE YOU? ARE SADISTIC CLOWNS YOUR IDEA OF A GOOD TIME?

?

DO YOU THINK SHEEP ARE KINDA SEXY? ESPECIALLY WHEN THEY'RE DOLLED UP IN HEELS AND FORM-FITTING LATEX?

Toonstruck is a new twist on twisted. No computer gamer will want to be deprived of this depravity. Not when they can watch Spike the Clown torture balloon animals. See Seedy, the tu-tu clad bartender, do a little butt bowling. And





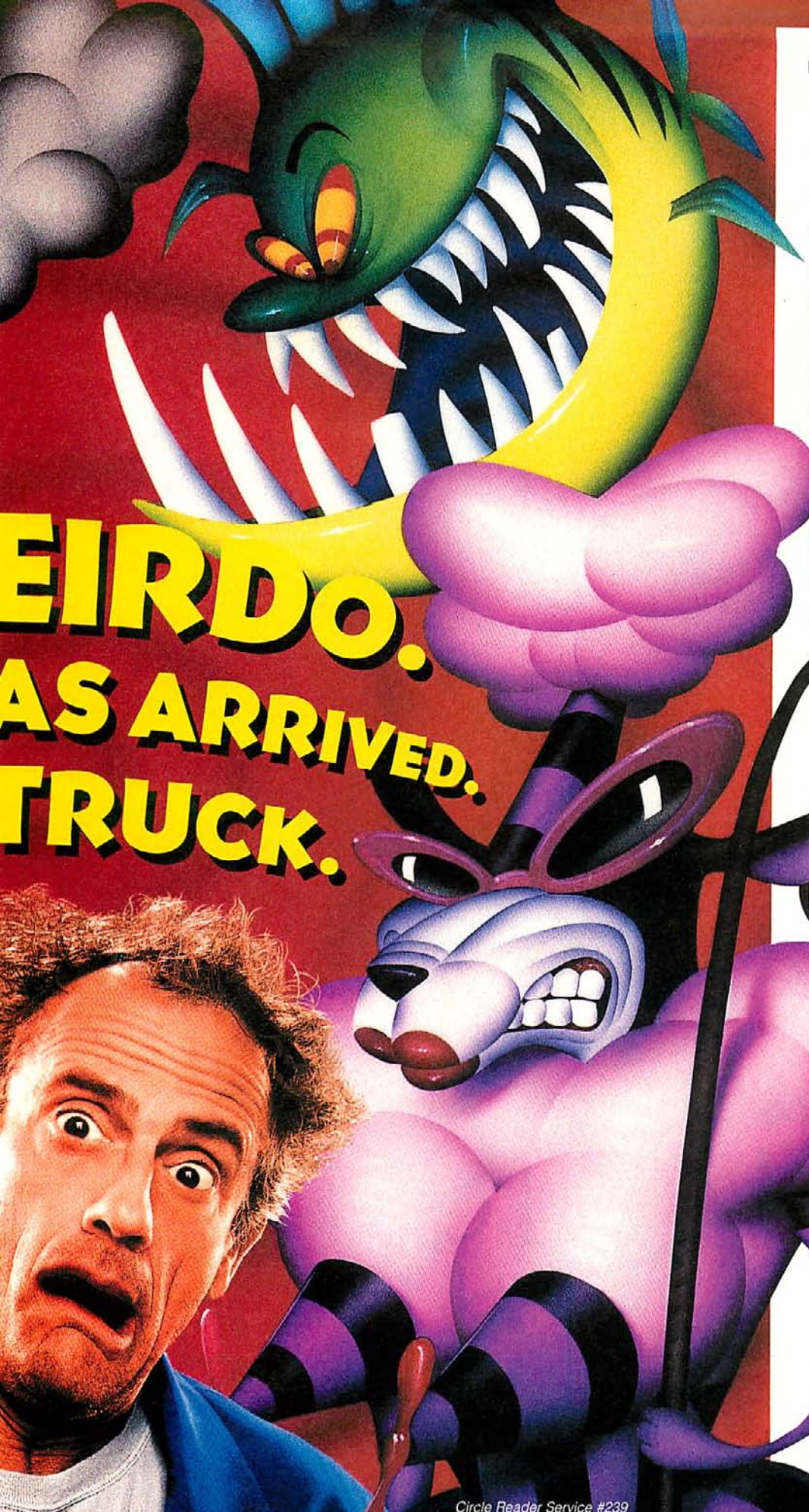
prevent an all-out war between the cartoon forces of good and evil.

Toonstruck blends live action (starring Christopher Lloyd) with wild animation for some of the most bizarre puzzle-



based adventure gameplay ever. *Toonstruck* is dark, weird and has more twists and turns than your lower intestine. So go ahead. Punch out a clown. Flush fish.

HEY W
YOUR GAME H
TOONS



TOONSTRUCK

"...hilarious cartoon quality animation and an absolutely bizarre world make Toonstruck





an adventure game unlike any we've seen. The all-over-the-board humor is delicious," says COMPUTER GAMING WORLD. "The twisted realms of this adult cartoon adventure (has)...all the elements of a great game: beautiful graphics, challenging puzzles, outrageous humor and good ol' star power," says PC GAMES. Finally, "A must see" from COMPUTER GAME REVIEW. We are sure you'll agree. Weirdo.

Burst

Virgin INTERACTIVE entertainment

Toonstruck © 1996 Virgin Interactive Entertainment, Inc. All rights reserved. Toonstruck is a trademark of Virgin Interactive Entertainment, Inc.

Circle Reader Service #239

www.vie.com PC CD-ROM


Santa's
Little Helper



MICHAEL SEXTON

100 Hot Gift Ideas For Your Favorite Gamer

It all started so innocently. "Hey Mr. Kringle, you gotta try this!" Elliott the Real-Time Elf shouted excitedly. "It's called RED ALERT, and we have it set up on the new network!" Santa had certainly been bringing more computer games to good kids and adults alike in recent years, and red was his favorite color, so he decided to join in the game. Some 16 hours later, Mrs. Claus showed up with cookies and warm milk and insisted he get some sleep.

"Ho, that was certainly fun," Santa said, dozens of campaigns and three weeks later, "but a bit stressful on the old ticker! I'd better stick to Chutes and Ladders!" Terry the Turn-Based Elf dropped a laptop on Santa's desk and suggested he give MASTER OF ORION 2 a shot. "It's a thinking elf's game," the mustachioed elf snickered, giving a superior sideways glance at the group of elves enthralled in QUAKE (ostensibly to test the discs before loading them on the sleigh.) "Ho, well, plenty of time till Christmas, eh? Why shouldn't I try out the sci-fi game all those kids have requested for Christmas?"

A month later, after hearing Santa shout that he was now supreme ruler of the universe, Mrs. Claus sat him down for a talk. "Kris, don't you think you've been spending a bit too much time playing these computer games? I haven't seen you this involved in anything since the guys came up with the Kung Fu Grip version of GI Joe."

"Sorry, Mrs. C," Santa said, "you're right. But I have to test these things if we're going to give them to all the good little boys and girls. A few more days and I'll stop, I promise." He hugged Mrs. Claus, thanked her, and sat down for just one more session of DAGGERFALL.

"He's sure been sittin' at that computer for a long time," said Jeff the Adventurous Elf, "I think his arse is going to get stuck in that chair." Denny the Flighty Elf looked at Santa worriedly. "Yeah, I'm worried, too. You know he asked me to build him a ThrustMaster F-16 cockpit when I gave him that copy of JETFIGHTER III?"

"Ho, this is cool!" Santa shouted. "I wonder if I could mount Sidewinder missiles on Rudolph's antlers?"

"It's *definitely* TFI," said Dave the Techie Elf. "TFI?" asked Charlotte, the Elf High Commander. "Time For an Intervention," Dave said. "Kate, distract him with some cookies, that always works. Jill, you grab his CD-ROM. Doc, cut off his power strip. It's time for some serious action."

Three hours, 36 Chips Ahoy and six glasses of milk later, Santa sat soberly looking at a long scroll. "Ho dear. It's almost Christmas and I barely have enough time left to make my list and check it twice of who's been naughty and nice! There's no way I'm going to have time to pick gifts for all these millions of kids! Why, we haven't even gathered the coal and sticks for the bad kids yet!"

"I've got it, Santa!" said Ken the Organizational Elf. "We'll give the bad kids Alanis and Hootie CDs instead. And as for the good kids, perhaps it's time to contact your cousin, Johnny L. Claus. I'll bet his guys can help out."

"So that's the story, Johnny," Santa said, admiring the 15th-floor view of San Francisco. "Well, leave it to Ken to come up with a magic solution during a crisis," Johnny chuckled. "Sure, we'd be glad to help. I've got just the list for you, too.

"It's our editors' top choices for holiday gifts in each genre, 100 hot gift ideas in total," Johnny explained. "These are the games that they'd most like to see under *their* trees this Christmas, along with some of the hottest hardware and even the top choices for younger kids.

"My guys have spent hundreds of hours testing these games to pick only the best," Johnny warned, "but some of these are still in pre-release form. Although the developers have promised they'll all be available by Christmas, don't be too surprised if a few of them end up being delivered by the Easter Bunny instead."

Santa thanked Johnny, took the list, and reindeered back to the North Pole at top speed.

"Let's see, MONOPOLY for little Billy in Redmond," Mrs. Claus said as she dropped the last packages in the sleigh, "and LEISURE SUIT LARRY 7 for big Billy in D.C. Have a great flight!"

And Christmas was saved once again, in the St. Nick of time.



ACTION

by Elliott "The Action Figure Elf" Chin

This holiday season, action games are breaking new ground, both in technology and gameplay, and while you'll still play QUAKE, it definitely won't be the last action game that seduces you. There are first-person shooters that will take you into the sinister underground of *Advanced Dungeons & Dragons*, 3D shooters that will strap you into a muscle car and transport you back to the '70s, and games with technology that showcases true 3D, real-time environments, ghostly transparency, dynamic lighting and texture-mapped polygonal graphics. This winter also marks a renaissance of the non-DOOM games. With these games, you'll wreak havoc in isometric hallways without regret, hunt for ancient artifacts in breathtaking third-person view, and decapitate rival skaters in gorgeous third-person 3D in a brutal take on futuristic sports. So if you hunger for visceral gameplay and fast action, then any of these 10 games would make the perfect gift for you or the action-starved.

#1: Quake

QUAKE is easily the number one action game of the year, even though it isn't the most innovative or original effort of the past year. What it does have are the best multiplayer options, true 3D environments, dark atmosphere and truly fun gameplay. Some would argue that QUAKE doesn't advance the first-person shooter genre like DUKE NUKEM 3D does, but at the CGW offices, QUAKE is king. Gameplay is similar to DOOM: you run around levels, killing monsters and finding the key to open the door that leads to the next level of monster thrashing.

Technologically, though, QUAKE is amazing. All the environments and monsters are composed of true 3D, texture-mapped polygons. That means you can run around the level or creatures with complete freedom, since everything is rendered using 3D polygons in real space in real time.



Level design also takes advantage of the 3D engine, with levels composed of catwalks above floors on top of sewers on top of graveyards. Many times, you'll swim through underwater levels, fire rockets at enemies perched on balconies above you or drop down on unsuspecting deathmatchers below. The dark colors and textures and scary ambient sounds also elevate QUAKE from a simple game to a truly frightening experience. If you play this game at night, with the lights turned off and the speakers cranked up high, be prepared to jump out of your seat when a ferocious Fiend plummets down on you from above with a guttural roar. The 3D graphics, sounds and dark textures all combine to create the most realistic and convincing environment of any first-person-perspective game. It's a realism unmatched by DUKE or any other first-person shooter.

Finally, what make QUAKE a truly standout game are its multiplayer features. You can play it over null modem, modem, IPX local area network or the Internet, without the aid of a gaming service. Any owner of QUAKE is free to start his own server, to which any other QUAKE gamers can log on. QUAKE also supports dynamic entry so that gamers can join deathmatches in progress. And once you join a deathmatch you might never come out, because the gameplay here is so addictive and absorbing. Play QUAKE deathmatch and you will be caught in the ultimate "just one more frag" spell. If you're expecting more from QUAKE you might be disappointed, but for what it sets out to do, QUAKE is the number one action game and should be on the top of any action gamer's must-have list.

$50.00, id Software, (800) idgames, www.idsoftware.com

NO

NO MEMORY HOGGING, TIME WASTING INTRO'S.

NO 'INTERACTIVE CHARACTERS' THAT YOU CAN'T INTERACT WITH.

NO 'AMAZING ANIMATIONS' THAT BORE YOU TO TEARS AFTER 3 REPLAYS.

NO TIRED OLD ACTORS WHO CAN'T GET REAL JOBS.

NO WEAK AND WORTHLESS GAMEPLAY.

NO PAINFULLY REPETITIVE SOUNDTRACK.

NO WAY TO LEAVE WHEN YOUR 'SIGNIFICANT OTHER'
CALLS YOU DOWN TO DINNER.

NO WAY TO STOP PLAYING THIS GAME.



Warning: This product is under investigation by the FDA and ATF for its addictive nature. You just can't say no.

Circle Reader Service #359

#2: Duke Nukem 3D



Many would consider DUKE NUKEM 3D the true heir to DOOM's throne, and it would be hard to argue with them. DUKE isn't a clone, but an advancement for the 3D first-person shooter genre. DUKE gives you interactive environments, so you can blast holes in a wall with your shotgun, and an open world, so you can revisit that past level to find your shotgun blasts still burned into the wall. For those gamers tired of games that take themselves too seriously, DUKE also offers a hilarious, cartoon-like style and irreverence, with snide remarks and rude curses spewing from Duke's mouth at the most appropriate times. DUKE also has good multiplayer features, though it doesn't offer free Internet play or dynamic entry for entering a deathmatch in progress. Also, its engine isn't a true 3D engine like QUAKE's, but is a deceptively good "two-and-a-half-D" engine. Still, with its innovative, interactive gameplay and multitude of cool and interesting weapons, DUKE should satisfy the DOOM urge in any action fan.

$39.95, FormGen/Apogee, (800) APOGEE1, www.formgen.com

#3: Crusader: No Regret



CRUSADER: NO REMORSE won CGW's Premier Award for Best Action Game of 1995 with its beautiful SVGA graphics, fresh isometric look and engrossing gameplay. CRUSADER: NO REGRET, the follow-up to NO REMORSE, is just as good, and many CRUSADER fans agree that it's an even better challenge. Though it is much harder than the first CRUSADER—beginners should play NO REMORSE first—NO REGRET will not disappoint any action fan who loves big explosions, gory death sequences and challenging level design and traps. In NO REGRET, you'll guide your armor-suited agent on screen through 10 levels of deadly traps and tough robots and soldiers as you attempt to destroy an evil conglomerate. Anything and everything in NO REGRET blows up, in incredible and explosive detail. So if you have a penchant for excessive destruction, a need for a break from the DOOM crowd, and a mind for navigating sinister levels, then you'll definitely want to prowl the halls of NO REGRET.

$39.00, EA/Origin, (800) 245-4525, www.ea.com/origin.html

"...the gameplay is frustratingly addictive."-Computer Player

"This is certainly a great game, it should be judged against the classics such as 'Doom' and 'Sim City'."-Chris Henrikson, Canada

"Some companies thrive on meaningless games with flash and fluff. It's refreshing to run into a great game system-thanks!"
-Robert Gates, USA

"...an incredible game!"
Rafael Porreta
Moreira, Brazil

"Stars is an excellent game!"
Strategy Plus

"...it is the most playable game I've ever played and that includes my favorites Doom! Duke Nukem' and Command and Conquer'."
Randy Mehling, Kansas City, USA

"Intelligent on-line tutorial...user friendly interface"-Computer Game Review

"A complex, intricate space strategy game with an easy-to-use interface and fantastic tutorial!"-PC Gamer

The game is the best game I have ever played. The highest replay value of any strategy game on the market. The AI is amazing".
Les Hutchins, USA



"Just a great game!"

NO JOKING

Stars!

empire
INTERACTIVE

Circle Reader Service #359

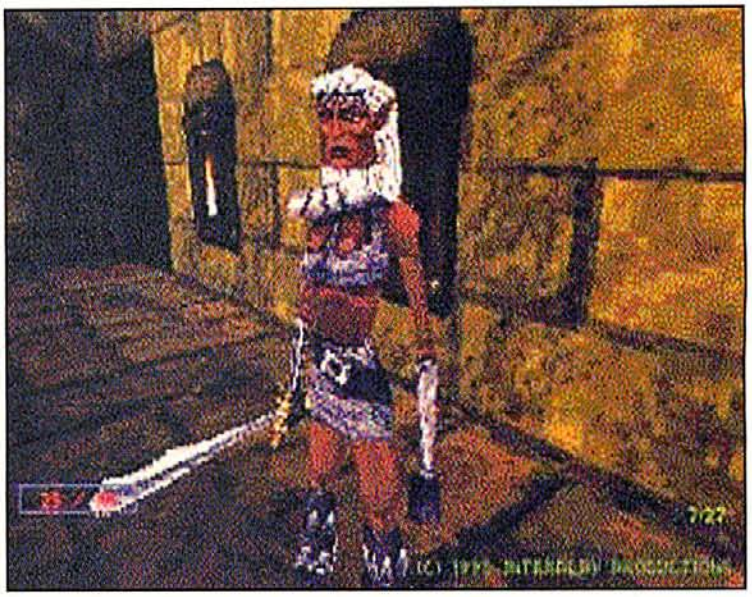


#4: Tomb Raider

Eidos' TOMB RAIDER is breaking new ground this winter with a different kind of character and a different look. In this game, you aren't a masochistic, gun-toting brute, but a gun-toting, tough woman of adventure. As Lara Croft, you'll pack pistol, Uzi, grenades and shotguns through the ruins of Egypt, Greece, South America and sunken Atlantis. And to better see the new and unique lead character, TOMB RAIDER also sports a third-person-perspective look, unlike QUAKE or DUKE. This is great news for gamers, because it offers a beautiful view of the lush graphics and 3D muscle of the TOMB RAIDER engine. Even without a 3D accelerator card, TOMB RAIDER delivers incredibly detailed textures and effects, such as murky, wavy water and convincing lighting and shadows. The backgrounds and creatures look exquisite, as does Lara. She has thousands of frames of animation for everything from back flips to swimming to hauling herself onto ledges. Unfortunately, TOMB RAIDER only has solo play, but the gorgeous environments and the beautifully animated star make this a solo mission worth having.

$49.99, Eidos, (415) 513-8929, www.eidos.com

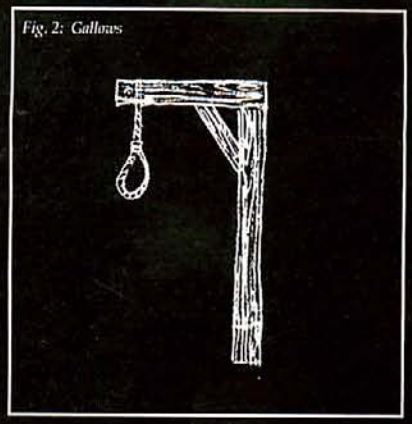
#5: Descent to Undermountain



Parallax Software's DESCENT TO UNDERMOUNTAIN is the real heir to DESCENT, but this new game descends even deeper—to the dungeons. Using a fully polygonal, 3D engine like QUAKE's, Parallax has created a world of interlaced cavernous dungeons in the *Advanced Dungeons & Dragons* world of Waterdeep. Unlike previous DESCENT games, you aren't flying through these caves in a spaceship. Instead, you are an adventurer who must venture into the dark dungeons of Undermountain to battle evil beasts and creatures on your quest to slay the Dark Elf goddess, Lloth. Combat is visceral and in your face, as you clash with enemies in melee wielding ax, sword and bow and arrow. There's also a touch of role-playing in UNDERMOUNTAIN, as your character grows in strength and you travel with freedom throughout the world, securing different quests and acquiring spells. At its heart, though, UNDERMOUNTAIN is a true hack-and-slash action game. Any fan of DESCENT or *AD&D* will enjoy this game, as will action gamers who enjoy combat in realistic environments.

$42.00, Interplay, (800) 468-3775, www.interplay.com







Where's the sport in that?

CRIME IS RAMPANT. JAILS ARE OVERPOPULATED. THE COMMITTEE OF RECREATIONAL TERMINATION (C.O.R.T.) IS HELL-BENT ON PUTTING THE SPORT BACK INTO CAPITAL PUNISHMENT. YOU'VE BEEN SENTENCED: DEATH OR DEATHDROME.™ YOUR ONE CHANCE FOR SURVIVAL AND YOUR ONLY HOPE FOR FREEDOM. THE RULES ARE SIMPLE: PLAY OR DIE.

ENTER THE ARENA, THE DEATHDROME, IN A FUTURISTIC DRIVING MACHINE IN THE ULTIMATE BATTLE TO SAVE YOUR LIFE. EMBARK ON A LETHAL COMBINATION OF OPEN-THROTTLE DRIVING AND HIGH-TECH WEAPONRY. SHOOT AND KILL YOUR FELLOW CONS FIGHTING FOR THE SAME PRIZE TO ADVANCE TO THE NEXT ARENA. REACH YOUR "KILL QUOTA" AND YOU TASTE FREEDOM. IF YOU DON'T, YOU DIE.







- 3 PERSPECTIVES INCLUDING FULL 360° VISION
- REAL INTELLIGENCE PROGRAMMED BY FORMER U.S. MILITARY SIMULATION TEAM
- OPEN ENVIRONMENTS WITH UNRESTRICTED 3-D MOVEMENT
- VEHICLE MOTION UTILIZES REAL WORLD PHYSICS FOR AN INCREDIBLY REALISTIC EXPERIENCE
- EXPERIENCE DEADLY ARENAS LIKE ALCATRAZ II, PURGATORY AND THE ABYSS
- ORIGINAL SOUNDTRACK CAN BE PLAYED IN AN AUDIO CD PLAYER
- SINGLE/MULTI-PLAYER: UP TO 8 PLAYERS ON A LAN/2 PLAYERS ON THE PLAYSTATION™ GAME CONSOLE
- USES MMX™ TECHNOLOGY TO BRING GRAPHICS AND SPEED TO THE NEXT LEVEL

DEATHDROME™

Play like your life depends on it... it does

AVAILABLE ON: PC CD-ROM & THE PLAYSTATION™ GAME CONSOLE

RATING PENDING RP

ZIPPER INTERACTIVE

Experience DeathDrome at www.viacomnewmedia.com

CALL 800-469-2539 TO ORDER.

VIACOM NEWMEDIA

© 1996 Viacom International Inc. All Rights Reserved. Viacom New Media, DeathDrome and all related titles, logos and characters are trademarks of Viacom International Inc. PlayStation is a trademark of Sony Computer Entertainment, Inc. MMX is a trademark of Intel Corporation.

#6: HyperBlade

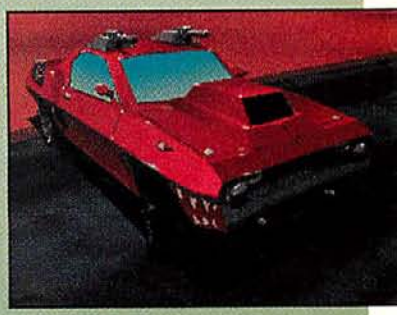
If you remember SPEEDBALL 2: BRUTAL DELUXE, then you'll recall a game of futuristic sports that was fast, fun and incredibly violent. Fans of this type of ultra-bloody, ultra-entertaining action gaming will be pleased to know that a worthy successor to this venerable game has arrived in Activision's HYPERBLADE. HYPERBLADE takes you into the next century, where roller hockey has become a deadly and popular sport. Each comprising three members—two strikers and a goalie—the teams of this violent sport compete in vast, curved arenas, rushing through power-up points and bodies to slam pucks (or severed heads) into enemy goals. The production values are as smooth as some of EA Sports' best NHL HOCKEY products, with extensive stat tracking, player info and great interface graphics. The game itself is not only fast and fun but beautiful and brutal. Graphics are all texture-mapped polygons and, with 3D acceleration, are smooth and gorgeous. The violence, though, is amazing, with bone-crunching body checks and even decapitations. If you want to play something different, and fun, strap on a helmet (and watch your head) and dive into a game of HYPERBLADE.



$49.95, Activision, (800) 477-3650, www.activision.com

#8: Interstate '76

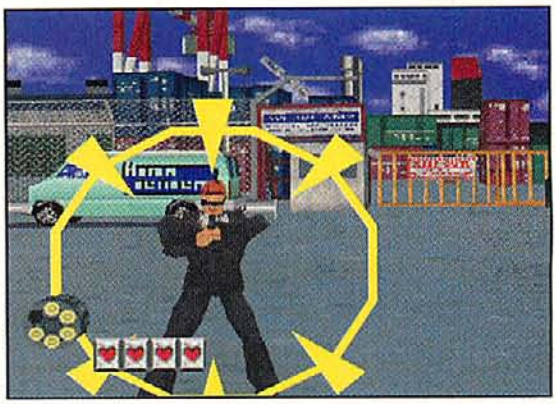
Though MECHWARRIOR 2: MERCENARIES will be the last MECHWARRIOR game from Activision, it won't be the last time you see the game's incredible engine in action. The same team that brought you that clan battle royale is bringing you INTERSTATE '76 this winter. This 3D, polygonal shooter employs the next-generation MECHWARRIOR 2 engine, but is set in 1976 Earth, in an alternate past where law and order have degenerated so far that mercenaries have outfitted their own cars with weapons to protect, or rob, the countryside. You'll drive in old '70s muscle cars, ride with people who wear Afros and fire off rockets and machine guns at evil, mustachioed masterminds in lounge lizard suits. The game definitely has personality, and it also has a spectacular 3D engine, with dynamic lighting and a real physics model governing the motion of the cars and gunfire. If you dig excellent graphics and action, then you can groove to this gaming gig.



$49.95, Activision, (800) 477-3650, www.activision.com

#7: Virtua Squad

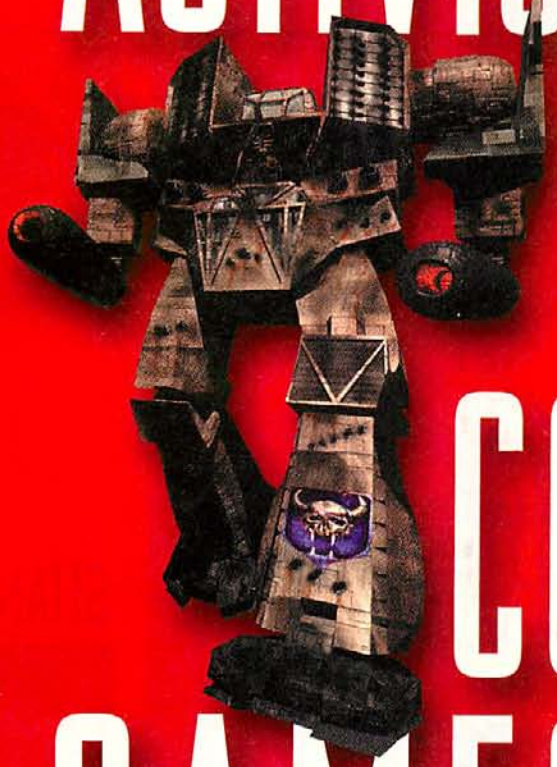
A smash hit in the arcades, where it was called VIRTUA COP, VIRTUA SQUAD puts you behind a badge against some of the most realistically simulated criminals in computer gaming. It's a basic rail shooter, like CYBERIA, but VIRTUA SQUAD has touches that make it incredibly fun. Everything here is rendered in real-time 3D with plenty of polygon details, which makes for incredibly realistic gunfights. If you blast away at a criminal's hand, his gun will fly out of his grasp and he'll stop and gaze in surprise at his wrist. Shoot his knee and his leg will buckle, then he'll tumble over. This level of detail makes it seem like you are in a shootout with real gang members rather than enemies with scripted movement and death scenes. Although the movement is on rails, the action changes its pacing so frequently and brilliantly, between furious gunfights and deliberate stalking around corners, that the business of rails never really bothers you. VIRTUA SQUAD won't replace QUAKE, but its graphics, pacing and detail guarantee that it won't disappoint.



$44.95, Sega Entertainment, (888) SEGASALES, www.sega.com

ACTIVISION'S TOP TEN COMPUTER GAMES OF 1996





ACTIVISION'S TOP TEN
BUY 2 AND GET 2 FREE!*
GAMES OF 1996

*BUY TWO TOP TEN ACTIVISION GAMES, GET ONE TOP TEN GAME AND ONE CLASSIC GAME FREE.

ACTIVISION®

Circle Reader Service #3

BattleTech image © 1996 FASA Corporation

BUY 2 GAMES. GE

Top Ten Games



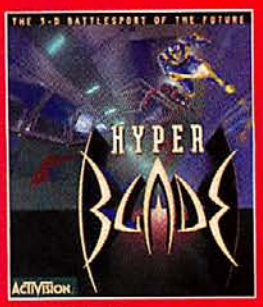
MechWarrior® 2: Mercenaries™
The devastating sequel features money-making battles, a random mission generator, and MercNet multiplayer missions.



MechWarrior® 2
Strap yourself into the #1 best-selling combat simulator and wage 31st century 'Mech vs. 'Mech warfare.



MechWarrior® 2: Expansion Pack
Immerse yourself in yet another MechWarrior career with 12 new 'Mechs, all-new weapons and 12 new Ghost Bear missions.



HyperBlade
Leap into the extreme 3-D sport of the future where hockey and fighting action collide.



Time Commando
Action-adventure meets de time travel – nine time era seething with over 80 ruth enemies from the past and future.



Zork Nemesis
Explore five fantastically-detailed 3-D realms featuring stunning graphics that set a new standard in computer adventure.



Spycraft: The Great Game
Infiltrate a web of rogue spies to stop an assassination in this authentic spy thriller.



Muppet Treasure Island™
Set sail on an epic adventure of exploration, learning and laughter. Featuring Tim Curry and your favorite Muppets from the movie!



A-10 Cuba!
Experience the most realistic 3-D combat-flight simulation ever — in the true tradition of Hellcats.



Shanghai: Great Moments
It's the classic tile-matchi fascination featuring four and over 400 animated til even more addicting game

*How the Offer Works:

1) Buy Two Activision Top Ten Games.
2) Get One Free Activision Top Ten Game.
3) Get One Free Activision Classic Game.

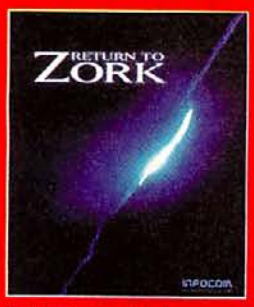


ACTIVISION'S TOP TEN GAMES OF 1996

2 GAMES FREE!

LIMITED TIME OFFER!

Classic Games



Return to Zork
The award-winning underground adventure features fascinating puzzles, Hollywood actors, and a revolutionary interface.



The Zork Anthology
Five original Zork text adventures: Zork I, Zork II, Zork III, Beyond Zork and Zork Zero.



Infocom: The Comedy Collection
Four classic text adventures include Ballyhoo, Bureaucracy and Hollywood Hijinx.



Infocom: The Fantasy Collection
Featuring five enrapturing classics including Sorcerer, Enchanter and Wishbringer.



Infocom: The Sci-Fi Collection
Five timeless classics including The Hitchhikers Guide to the Galaxy and Stationfall.



Infocom: The Mystery Collection
Five classics include the ever-popular Suspect, Deadline and The Lurking Horror.



Infocom: The Adventure Collection
Six riveting adventures include Border Zone, Cutthroats and Plundered Hearts.



Activision's Atari 2600 Action Pack 1
Fifteen games for your PC include Pitfall!, Kaboom! and River Raid.



Activision's Atari 2600 Action Pack 2
This fifteen-game blast to the past features Enduro and Megamania.



Activision's Atari 2600 Action Pack 3
Volume 3 of Activision favorites includes Breakout , Space Wars and Night Driver.

How to Get Your Two Free Games:

1) Complete the reply card attached and indicate which two free games you would like to receive, along with your name and address.

2) Include the original dated store receipt(s) for two qualifying games from Activision's Top Ten Games of 1996;*

3) The UPC symbols from both games,

4) And a check or money order for $6.00 U.S. for shipping and handling ($14.25 in Canada, Alaska and Hawaii) payable to Activision.

5) Mail to: Activision's Top Ten, P.O. Box 119, Buffalo, NY 14207

Rules

Activision games must be purchased and receipt dated between November 15, 1996 and December 31, 1996.Offer valid on MS-DOS/Windows 95 games only. Requests must be postmarked by February 1, 1997. Allow 2-3 weeks for delivery. Offer not valid on other products and cannot be combined with any other offers. Only UPCs from qualifying Activision titles from Activision's Top Ten Games of 1996 will be accepted. Only the original store receipt(s) will be accepted. If purchases were made on two receipts, both receipts must be enclosed with Activision purchases circled. UPCs and receipts will not be returned. Offer limited to one per family, address, household, group or organization. Offer available only to registered owners of Activision products purchased. Not responsible for late, misdirected, incomplete or illegible requests. Offer good only in the U.S. and Canada. Canadian orders only: Bank checks and money order funds must be drawn from a U. S. bank. Void where prohibited, taxed or otherwise restricted. Redemption of free classic games subject to availability. Activision reserves the right to substitute a classic title of equal or greater value in the event of unavailability.

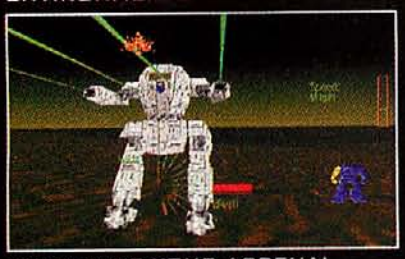
ACTIVISION®

LAST SUMMER YOU FOUGHT FOR HONOR AND GLORY. THIS FALL YOU'LL PRAY FOR MERCY.

PREPARE TO BE PUNISHED.



OBLITERATE ALL-NEW URBAN ENVIRONMENTS

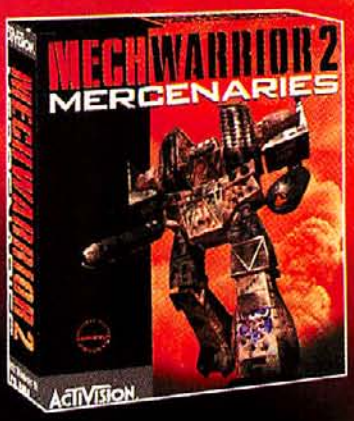


CUSTOMIZE YOUR ARSENAL WITH LETHAL WEAPONRY



EXPERIENCE STATE-OF-THE-ART BATTLE PHYSICS

Multiplayer Internet Combat
Battle up to eight Internet or LAN warriors– or go head-to-head via modem in 15 ravaging MercNet™ missions.



Money-Making Battles
Earn cash for combat as a warrior-for-hire, then pay for new 'Mechs®, ammo, repairs and contracts.

All-New Graphics Engine
Enhanced combat effects and texture-mapped environments explode with never-before-seen ultra-realistic detail.

MECHWARRIOR 2 MERCENARIES

NOW AVAILABLE ON MS-DOS®/WINDOWS® 95 CD-ROM

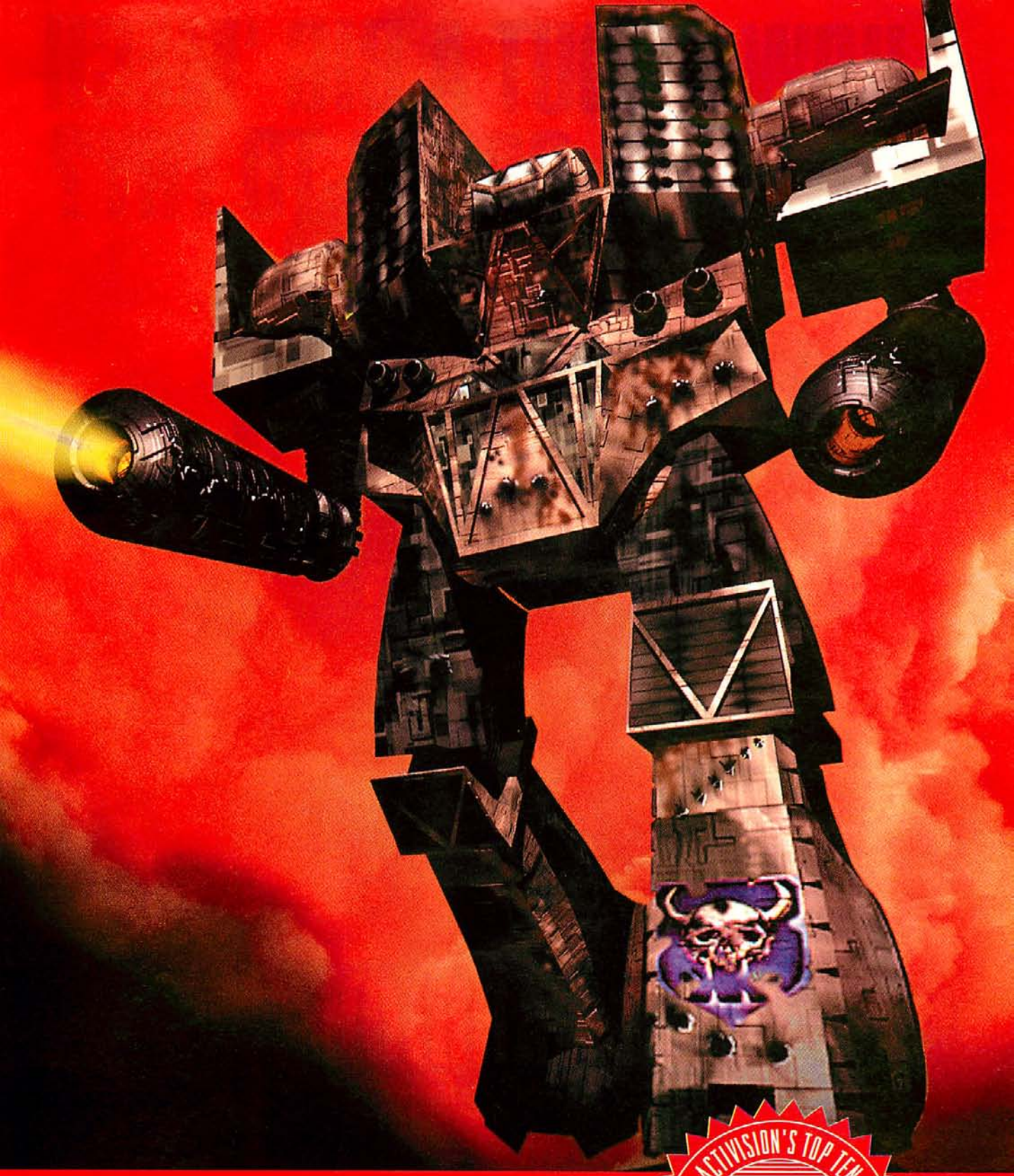
Activision is a registered trademark of Activision, Inc. © 1996 Activision, Inc. MechWarrior, BattleTech, BattleMech and 'Mech are registered trademarks and MechWarrior 2: Mercenaries and MercNet are trademarks of FASA CORPORATION. © 1996 FASA CORPORATION. All rights reserved. All other trademarks and trade names are the properties of their respective holders.

1

MechWarrior® 2: Mercenaries™

ACTIVISION'S TOP TEN GAMES OF 1996

ACTIVISION®



ACTIVISION'S TOP TEN

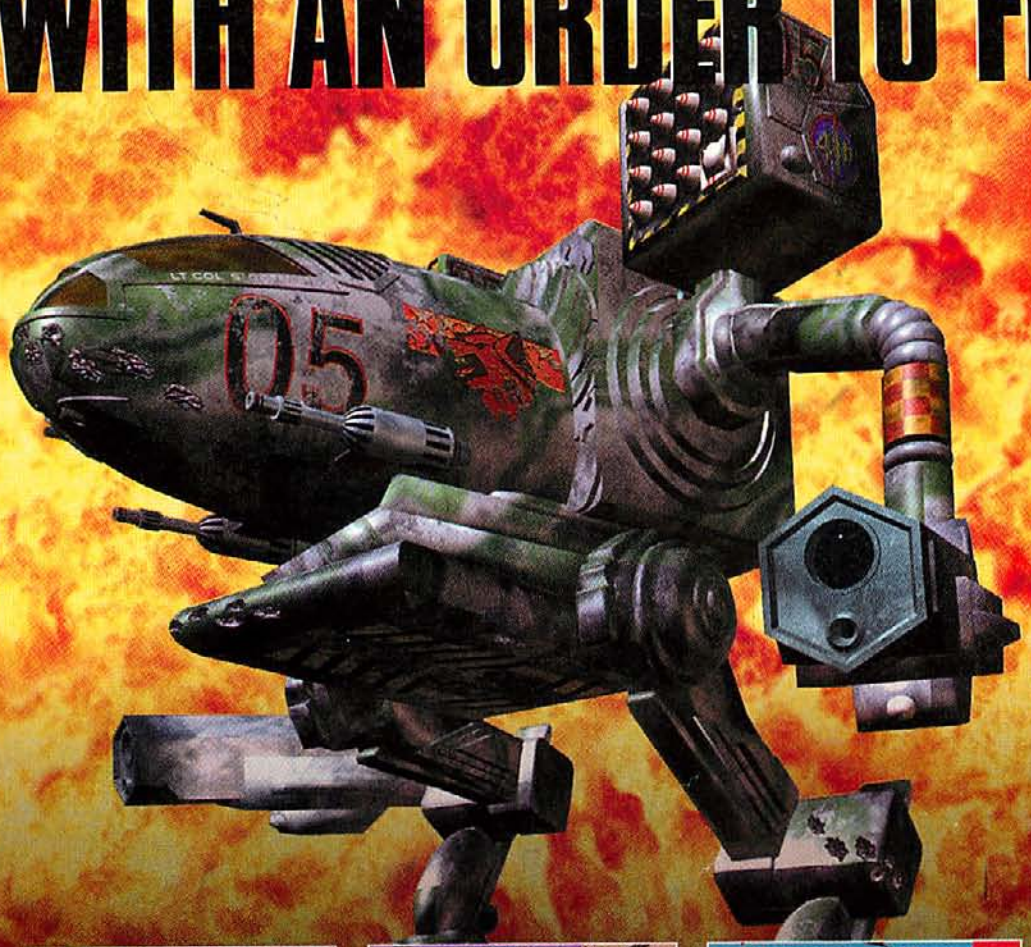
BUY 2 AND GET 2 FREE!*

GAMES OF 1996

*BUY TWO TOP TEN ACTIVISION GAMES, GET ONE TOP TEN GAME AND ONE CLASSIC GAME FREE.

Circle Reader Service #371

HOW ABOUT A BIG 'MECH WITH AN ORDER TO FRY?









MECHWARRIOR® 2

31ST CENTURY COMBAT

NOW AVAILABLE ON MS-DOS® AND WINDOWS® 95 CD-ROM.

Activision is a registered trademark of Activision, Inc. © 1995, 1996 Activision, Inc. MechWarrior, BattleTech, BattleMech and 'Mech are registered trademarks of FASA CORPORATION. © 1995, 1996 FASA CORPORATION. All rights reserved. All other trademarks and trade names are the properties of their respective holders.

2

MechWarrior® 2

ACTIVISION'S TOP TEN GAMES OF 1996

ACTIVISION.

THE HOTTEST GAME IN THE UNIVERSE JUST GOT COOLER!

MECHWARRIOR® 2
EXPANSION PACK
GHOST BEAR'S LEGACY





EXCLUSIVELY FOR USE WITH MECHWARRIOR 2

AVAILABLE ON MS-DOS® AND WINDOWS® 95CD-ROM

BONUS INCLUDES A NETMECH EIGHT PLAYER

Activision is a registered trademark of Activision, Inc. © 1995, 1996 Activision, Inc. MechWarrrior, BattleTech, BattleMech and 'Mech are registered trademarks and NetMech, Ghost Bear and Ghost Bear's Legacy are trademarks of FASA CORPORATION. © 1995, 1996 FASA CORPORATION. All rights reserved. All other trademarks and trade names are the properties of their respective holders.

3

MechWarrior® 2 Expansion Pack

ACTIVISION'S TOP TEN GAMES OF 1996

ACTIVISION'S TOP TEN

BUY 2 AND GET 2 FREE!*

GAMES OF 1996

*BUY TWO TOP TEN ACTIVISION GAMES, GET ONE TOP TEN GAME AND ONE CLASSIC GAME FREE.

Circle Reader Service #371



BATTLE 12 TEAMS FOR THE LEAGUE CHAMPIONSHIP. SLASH, BODY CHECK AND HACK YOUR WAY THROUGH THE KILLING SEASON.



EACH TEAM'S DROME ARENA HAS ITS OWN LETHAL COMBINATION OF WEAPONS, RAMPS, POWER-UPS AND AMPUTATING OBSTACLES.

IN THE SPORT OF THE FUTURE

SCORE WITH THE "ROK" OR YOUR OPPONENT'S SEVERED HEAD. YOUR EQUIPMENT IS SPECIALLY DESIGNED FOR SCORING AND BUTCHERING.



ENGAGE IN 4-PLAYER NETWORK ACTION THAT FEATURES THE SPEED OF HOCKEY AND THE SAVAGERY OF COMBAT. BE THE MVP OR BE DOA.



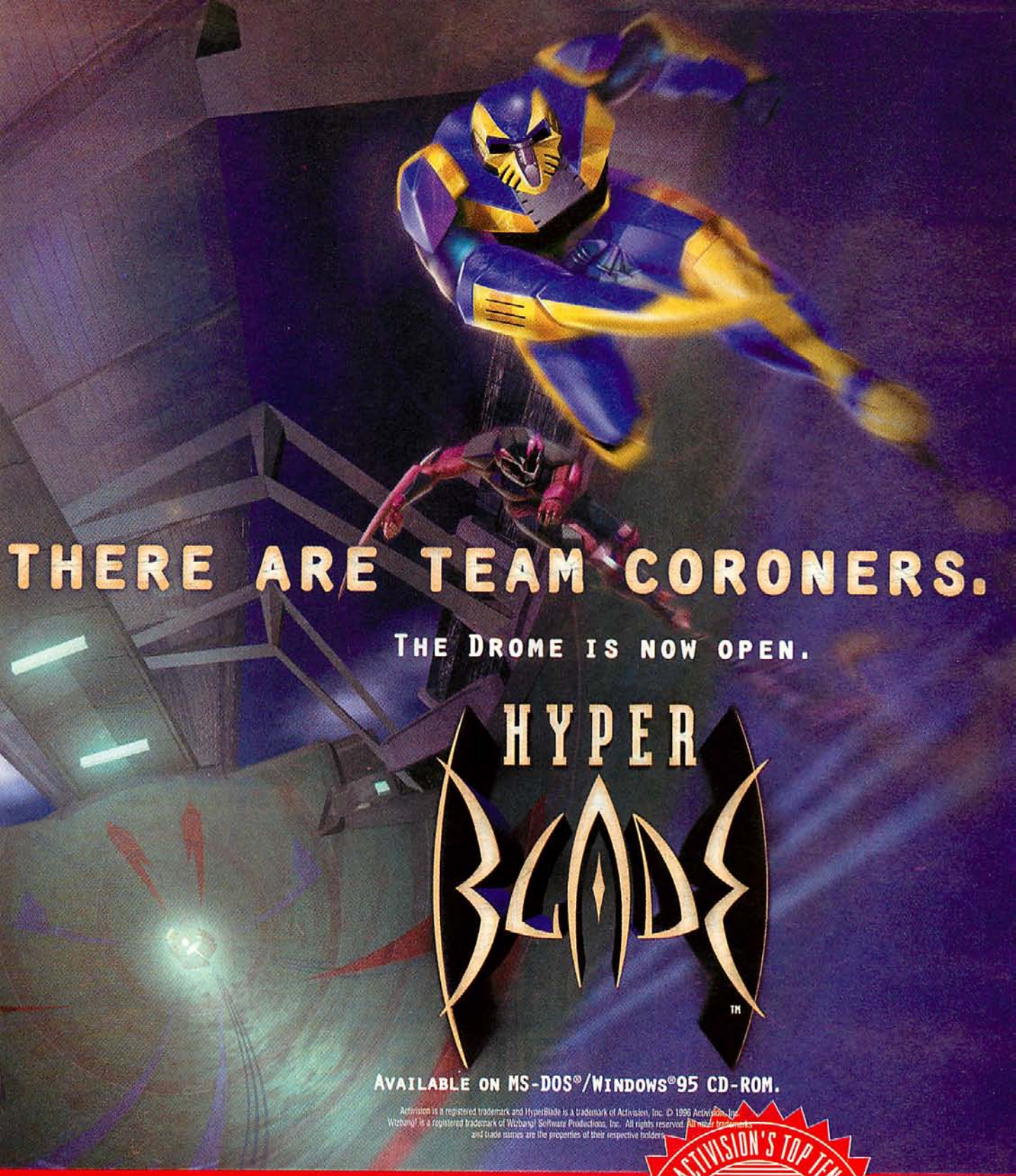
ENHANCE VISUAL MAYHEM WITH A 3-D ACCELERATOR CARD!

DEVELOPED BY WIZBANG! IN COLLABORATION WITH ACTIVISION.

4 HyperBlade

ACTIVISION'S TOP TEN GAMES OF 1996

ACTIVISION®



AVAILABLE ON MS-DOS®/WINDOWS®95 CD-ROM.

Activision is a registered trademark and HyperBlade is a trademark of Activision, Inc. © 1996 Activision, Inc.
Wizbang! is a registered trademark of Wizbang! Software Productions, Inc. All rights reserved. All other trademarks
and trade names are the properties of their respective holders.

ACTIVISION'S TOP TEN

BUY 2 AND GET 2 FREE!*

GAMES OF 1996

*BUY TWO TOP TEN ACTIVISION GAMES. GET ONE TOP TEN GAME AND ONE CLASSIC GAME FREE.

Circle Reader Service #371

Fight your way through time. Or you're history.



Battle time's deadliest warriors.

Master over 40 weapons.

Conquer 9 different worlds.

MS-DOS®/Windows® 95 CD-ROM

TIME COMMANDO™

Activision is a registered trademark of Activision, Inc. Adeline Software International and Time Commando are trademarks of Adeline Software International.
© 1996 Adeline Software International. All rights reserved. Published and distributed by Activision, Inc. All other trademarks and trade names are the properties of their respective holders.

ADELINE

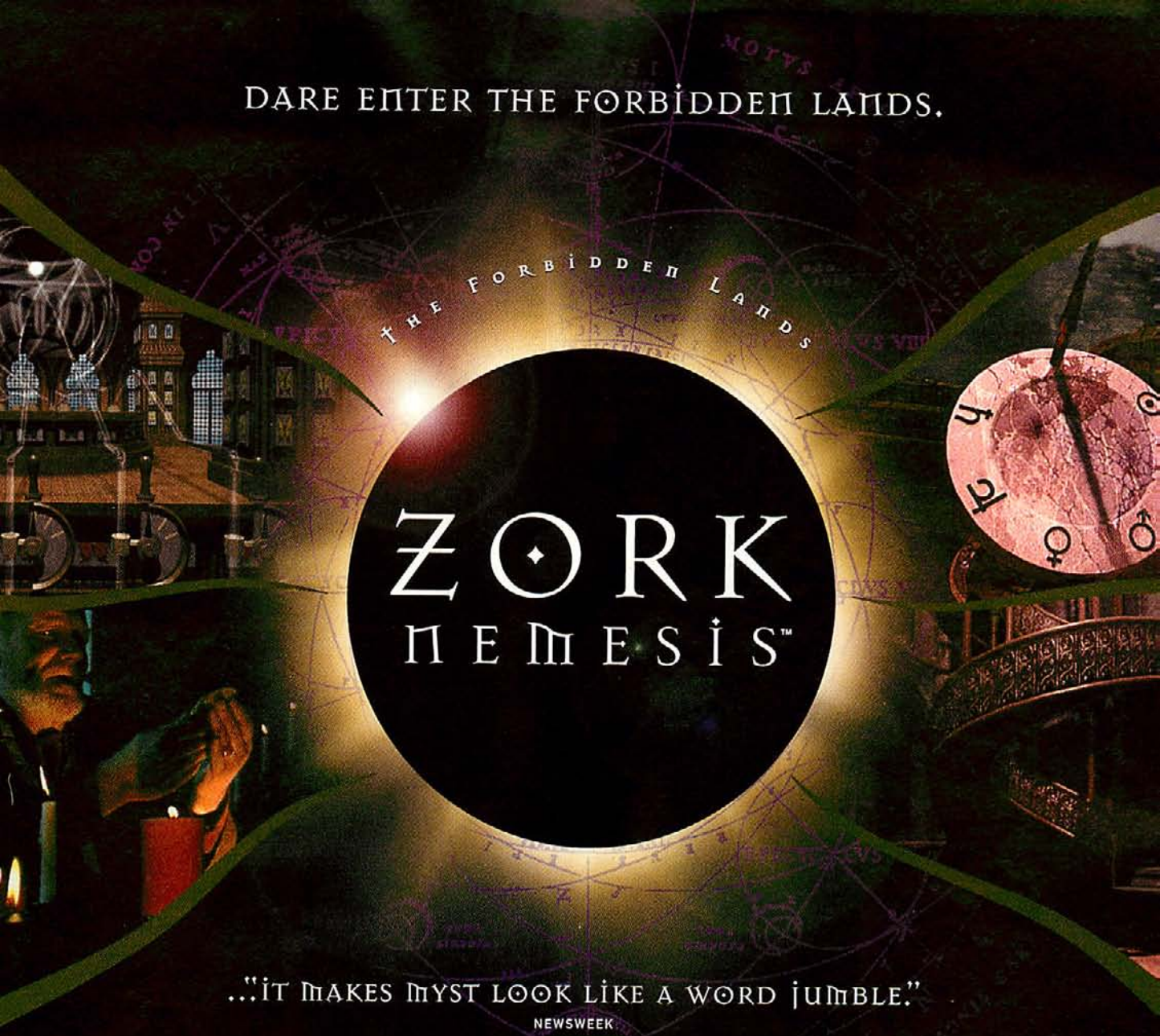
5

Time Commando

ACTIVISION'S TOP TEN GAMES OF 1996

ACTIVISION®

DARE ENTER THE FORBIDDEN LANDS.



..."IT MAKES MYST LOOK LIKE A WORD JUMBLE."
NEWSWEEK

FIRST CAME THE CLASSIC *ZORK* TEXT ADVENTURE SERIES. THEN THE AWARD-WINNING BEST-SELLER, *RETURN TO ZORK*. NOW THE NEWEST ADDITION TO THE ZORK UNIVERSE BECKONS YOU TO JOURNEY TO THE DARKEST CORNERS OF THE GREAT UNDERGROUND EMPIRE... EXPLORE FIVE FANTASTICALLY DETAILED, 3-D REALMS AS YOUR SENSES DEVOUR STUNNING GRAPHICS AND SOUND THAT SET A NEW STANDARD IN COMPUTER ADVENTURES.

AVAILABLE ON MS-DOS® AND WINDOWS® 95 CD-ROM

Activision, Zork and Return to Zork are registered trademarks and Zork Nemesis is a trademark of Activision, Inc.
© 1996 Activision, Inc. All other trademarks and trade names are the properties of their respective holders. All rights reserved.

6

Zork Nemesis

ACTIVISION'S TOP TEN GAMES OF 1996

ACTIVISION'S TOP TEN
BUY 2 AND GET 2 FREE!*
GAMES OF 1996

*BUY TWO TOP TEN ACTIVISION GAMES, GET ONE TOP TEN GAME AND ONE CLASSIC GAME FREE.

Circle Reader Service #371

THEY RAN THE TWO LARGEST SPY AGENCIES IN THE WORLD.

WILLIAM COLBY
CIA
FORMER DIRECTOR



OLEG KALUGIN
KGB
FORMER MAJOR GENER

THIS IS THEIR IDEA OF A GAME.

SPYCRAFT™

THE GREAT GAME

MS-DOS® AND WINDOWS® 95 CD-ROM

CG CHOICE

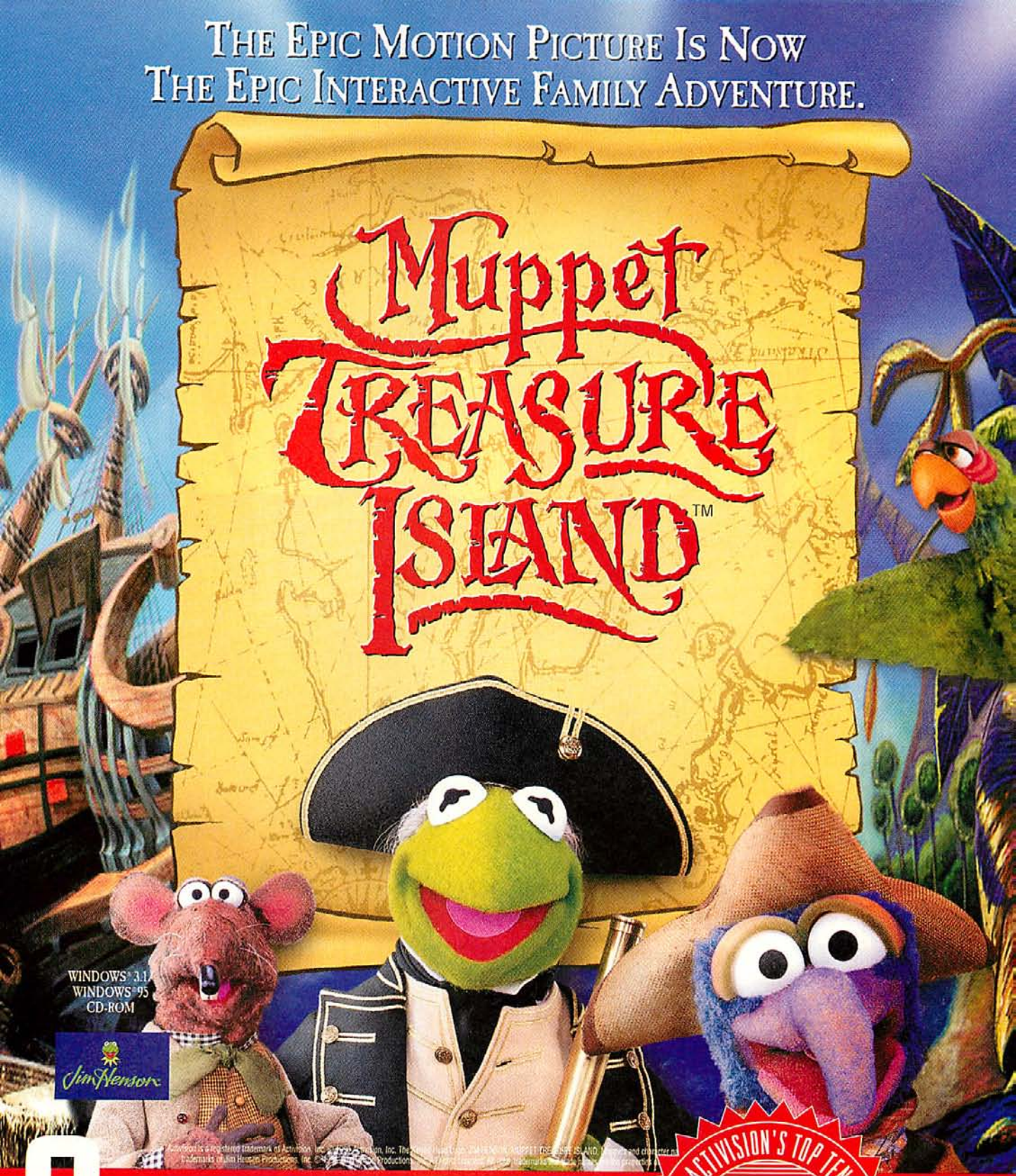
PC GAMER EDITORS' CHOICE

Activision is a registered trademark and Spycraft: The Great Game is a trademark of Activision, Inc. © 1996 Activision, Inc. All rights reserved. All other trademarks and trade names are the properties of their respective holders. The Central Intelligence Agency has not approved, endorsed or authorized the making of Spycraft: The Great Game.

7

Spycraft:
The Great Game
ACTIVISION'S TOP TEN GAMES OF 1996

ACTIVISION®



8

Muppet Treasure Island™

ACTIVISION'S TOP TEN GAMES OF 1996

ACTIVISION'S TOP TEN
BUY 2 AND GET 2 FREE!*
GAMES OF 1996

*BUY TWO TOP TEN ACTIVISION GAMES, GET ONE TOP TEN GAME AND ONE CLASSIC GAME FREE.

Circle Reader Service #371

The most realistic flight sim ever is within devastating range.

A-10 CUBA!

Swoop down for the kill on Windows 95.



Turn MiGs and heavily armored tanks into piles of smoldering metal.



Defend the Naval Air Station at Guantanamo Bay from invading forces.



Fly into the heart of enemy territory and obliterate their resources.

Activision is a registered trademark of Activision, Inc. A-10 Cuba! is a trademark of ParSoft Interactive, Inc. © 1996 ParSoft Interactive, Inc. All rights reserved. Published and distributed by Activision, Inc. All other trademarks and trade names are the properties of their respective holders.

PSI PARSOFT INTERACTIVE

9

A-10 Cuba!

ACTIVISION'S TOP TEN GAMES OF 1996

ACTIVISION®

THE GOAL IS SIMPLE. THE GAME IS SIMPLY ADDICTING.

SHANGHAI: GREAT MOMENTS

It's the most addicting game of all time - Shanghai: Great Moments - based on the ancient fascination of Mah-Jongg.



Slide entire rows of tiles to make multiple-point matches.

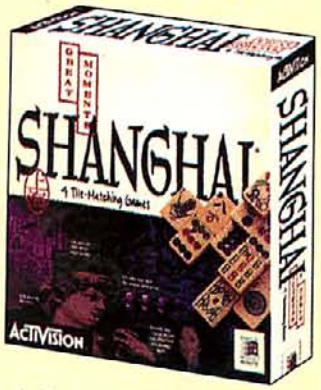


Watch tiles fall as lower tiles are removed.



Clear the screen quickly before additional tiles appear.

Four captivating puzzle games invite you to slide tiles, fight gravity or test your strategy against time...while enticing rewards delight you into Shanghai addiction.



Available on Windows® 95 CD-ROM

Activision is a registered trademark and Shanghai: Great Moments is a trademark of Activision, Inc. © 1996 Activision, Inc. All rights reserved. All other trademarks and trade names are the properties of their respective owners.

10

Shanghai
Great Moments

ACTIVISION'S TOP TEN GAMES OF 1996

ACTIVISION'S TOP TEN
BUY 2 AND GET 2 FREE!*
GAMES OF 1996

*BUY TWO TOP TEN ACTIVISION GAMES, GET ONE TOP TEN GAME AND ONE CLASSIC GAME FREE.

Circle Reader Service #371

#9: Virtua Fighter PC

Although this fighting game is a part of a two-year-old arcade fighter, it is undeniably the best fighting game for the PC this holiday season. It takes wonderful advantage of the PC's hardware, with quick, 3D, texture-mapped polygons and otherwise excellent graphics. The gameplay in this game is outstanding, with eight players to choose from and a raft of special moves and strategies to be discovered by any who devote even a few hours to the game. However, it does have a high system overhead—you'll need at least a Pentium 60 to run the game. Aside from that, though, VFPC's 3D graphics require no special hardware to run. If you like fighting games, this title definitely belongs in your library. If you aren't a fighting fan yet, this game's looks and playability might just hook you.



$49.95, Sega Entertainment, (888) SEGASALES, www.sega.com

3D Stocking Stuffers

Here are a few other good games that didn't quite make the top ten list. SkyNet, the sequel to Bethesda's Terminator: Future Shock, is a 3D first-person-perspective shooter that is completely polygonal like Quake, and offers good graphics with plenty to blow up. Unlike its predecessor, it offers multiplayer gaming and SVGA graphics.

Eradicator is another 3D Doom clone, but it offers enough twists in gameplay and look to stand out from the crowd. This game has three selectable characters with different abilities, over a dozen unique weapons, a Duke-like interactive environment, and a third-person or first-person look. NecroDome has a similar design and also gives you an interactive environment. You can ride in a vehicle and obliterate enemies or get out and blast them on foot.

Outlaws, from LucasArts, uses a modified Dark Forces engine to deliver Wild West gunfighting in the old Spaghetti Western tradition. The game's animated cut scenes tell a good story and the gameplay is a little different, with smart enemies, the need to reload weapons, and a simpler health system.

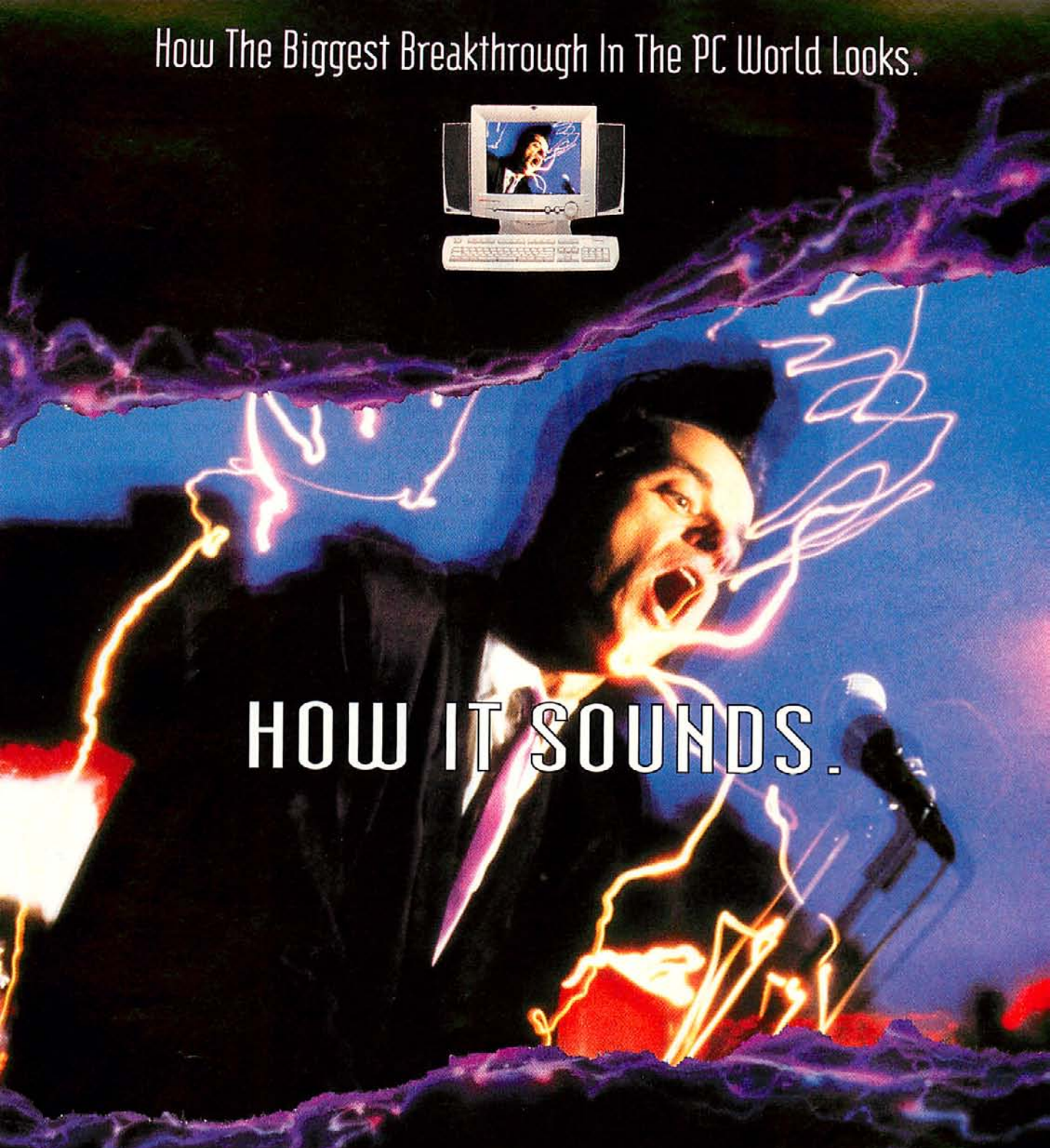
#10: Syndicate Wars

Syndicate Wars, the sequel to one of Bullfrog's most beloved games, has finally arrived after a four-year wait. The original Syndicate was an isometric action game that put you in charge of four vicious cyborgs on a killing rampage through futuristic Earth. Syndicate Wars still has the same isometric look, but this time the characters are larger (in the old version, you had to practically squint to see your tiny commandos). The plot is a little different as well, as you are now in charge of the Syndicate and not gunning after it. Syndicate Wars also adds multiplayer gaming to the mix, and has even more explosive and violent weapons, including a mini-nuclear detonator that brings huge skyscrapers tumbling down in a shower of rocks and metal. The original Syndicate was the game that spawned Crusader and its many clones, and Syndicate Wars looks ready to give the game that started it all the recognition it deserves.

$59.95, EA/Bullfrog, (800) 245-4525, www.bullfrog.co.uk



How The Biggest Breakthrough In The PC World Looks.



They kick out your favorite music with riveting, concert hall energy. Blast game effects with blistering, movie theater intensity.

It's the amazing new Compaq Presario home collection featuring the revolutionary JBL Pro Audio system. You've never heard anything like it before.

JBL engineers teamed with Compaq to create the industry's first truly integrated sound system. Everything(we mean everything!), is designed to deliver thrilling, in-your-face sound reproduction in an up-close environment, just like in professional recording studios. You can boot it up, and crank it up.

The new Compaq Presario PCs with JBL Pro Audio. The only line of PCs that can handle musical numbers as accurately as crunching numbers.



Optional JBL Subwoofer also available
www.jbl.com

JBL

COMPAQ

Circle Reader Service #382

© 1996 JBL, registered trademark of Harman International. All rights reserved. ©1996 Compaq Computer Corporation. All rights reserved. Presario is a trademark of Compaq Computer Corporation.



ADVENTURE

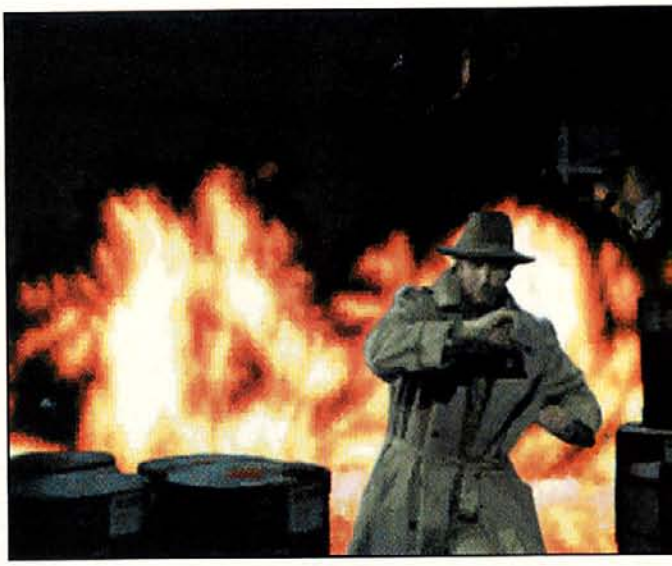
by Jeffrey "The Adventurous Elf" Green

The biggest mystery in adventure games this year was, unfortunately, wondering where they all went. Thankfully, Santa, after sitting on his duff all year eating pork rinds with Mrs. Claus, now appears to be working overtime, as a slew of adventures are poised to hit the shelves in time for the holidays. It also seems as though Santa is going to be handing out pink slips to many of the B-movie actors who have been starting (or ending) their careers in interactive movies, as the new crop of games shows that animation is making a big—and welcome—comeback. This isn't to say that we don't appreciate full-motion video—our top two picks, in fact, revel in it—but many of the newer games on the list are animated adventures positively brimming with creative energy. And this is just the kind of spark needed to breathe life into the genre and get us all excited again.

#1: The Pandora Directive

Whenever someone utters the phrase "interactive movie" around the *Computer Gaming World* office, it's usually accompanied by a face like the one you'd make if someone handed you a week-old sandwich with something smelly and dead in the middle. We *want* to like them—really—but for the most part, once you get past the marketing hype, they almost always turn out to be 90 percent Hollywood chrome and 10 percent actual gaming. Last year's UNDER A KILLING MOON was a very popular, high-profile game, but epitomized—to us, at least—this problem of glitz over gaming. That's why we're as surprised as anyone that we've chosen THE PANDORA DIRECTIVE—the sequel to UNDER A KILLING MOON—as our number one adventure pick for this holiday season. Access has surpassed our wildest expectations for this game, providing an experience that is better than the original in every way.

This time around, the year is 2043, and Tex Murphy is hired to find a missing person, which leads him onto the trail of a serial killer and eventually envelops him in one of the great paranoid mysteries of the 20th century—the alleged UFO crash in Roswell, New Mexico, in 1947. Can Tex find the killer and outwit the evil government agents trying to stop him in his tracks? Will he solve the Mayan calendar riddle without Scorpia's help? Part detective story, part campy sci-fi movie, part *X-Files* ripoff, PANDORA is a big (six CD), entertaining and challenging title with puzzles that should appeal to adventure gamers of all types.

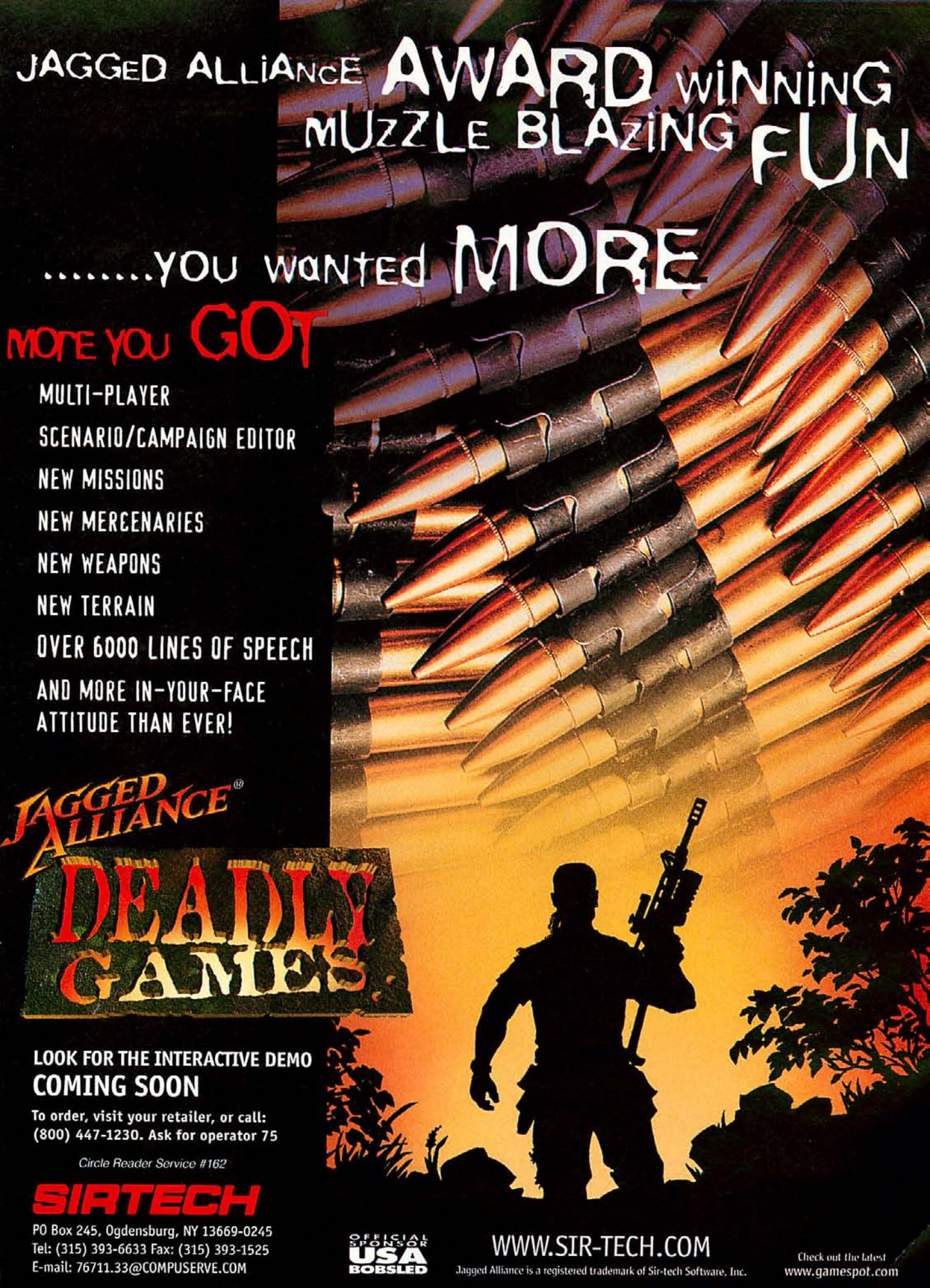


Access did a particularly nice job of increasing the playability (and replayability) of this game by offering two play modes. Newbies can play in Entertainment mode, which offers a detailed hint system so you never have to be stuck too long, while more experienced gamers can play in the harder Game Player mode, which lets you earn extra points by solving additional, more complex puzzles. More impressive are the game's multiple paths: depending on the choices you make, and the way you interact with others, you'll follow three different paths, leading to seven different endings. In this way, conversations with others are more than just information dumps—they're moral litmus tests that challenge you to consider the consequences of your words and deeds.

Finally, there's that Hollywood chrome. The acting throughout, including appearances by Kevin McCarthy and Barry Corbin, is first-rate—with the notable exception of Chris Jones, who plays Tex again, and who is fast becoming the Pauley Shore of computer games.

So, what the heck. Maybe interactive movies aren't all bad. If they must exist, let them at least be like THE PANDORA DIRECTIVE.

$79.95 Access Software (800) 800-4880, www.accesssoftware.com


JAGGED ALLIANCE AWARD WINNING MUZZLE BLAZING FUN
.....YOU WANTED MORE
MORE YOU GOT
MULTI-PLAYER
SCENARIO/CAMPAIGN EDITOR
NEW MISSIONS
NEW MERCENARIES
NEW WEAPONS
NEW TERRAIN
OVER 6000 LINES OF SPEECH
AND MORE IN-YOUR-FACE ATTITUDE THAN EVER!
JAGGED ALLIANCE®
DEADLY GAMES
LOOK FOR THE INTERACTIVE DEMO
COMING SOON
To order, visit your retailer, or call:
(800) 447-1230. Ask for operator 75
Circle Reader Service #162
SIRTECH
PO Box 245, Ogdensburg, NY 13669-0245
Tel: (315) 393-6633 Fax: (315) 393-1525
E-mail: 76711.33@COMPUSERVE.COM
OFFICIAL SPONSOR USA BOBSLED
WWW.SIR-TECH.COM
Jagged Alliance is a registered trademark of Sir-tech Software, Inc.
Check out the latest
www.gamespot.com



see an unfamiliar
galaxy

see who
can be trusted



See



see what
you're made of

pay dirt



hear footsteps behind you



hear the roar of your
new ship's engines

Hear

hear an offer
you can't refuse

hear your wingman go down

Circle Reader Service #231



smell the blood
in the ether



smell the stench
of the streets

FEAR

Smell



smell the money
pouring in

Taste



taste sweet victory

Synthi Meat



taste bitter defeat

taste power
beyond belief

Circle Reader Service #231



touch the pulse
of the black market



touch the hair trigger
of a Kraven MkIV Laser

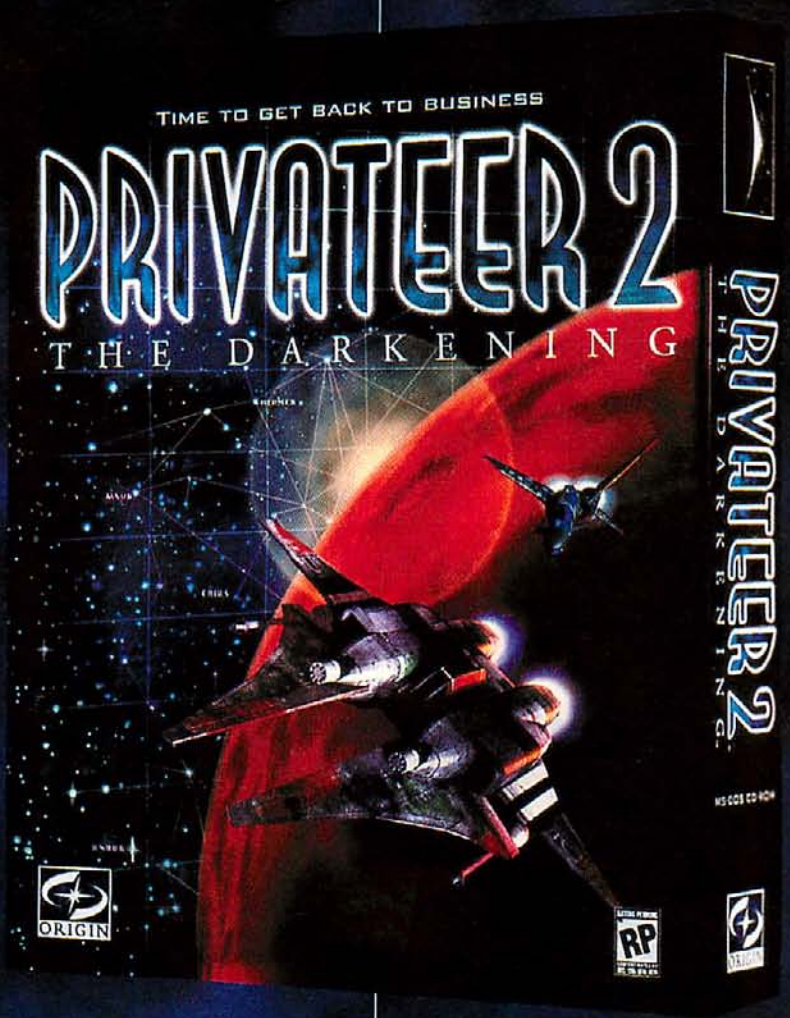
Touch



touch down
on distant worlds

touch
on the answer
to it all

It's going to take everything you've got to find your place here.



A new face. A new story. A new place. Strap in tight and embark on the ultimate space combat, trading experience. The long-awaited sequel is here.

IT'S TIME TO GET BACK TO BUSINESS.

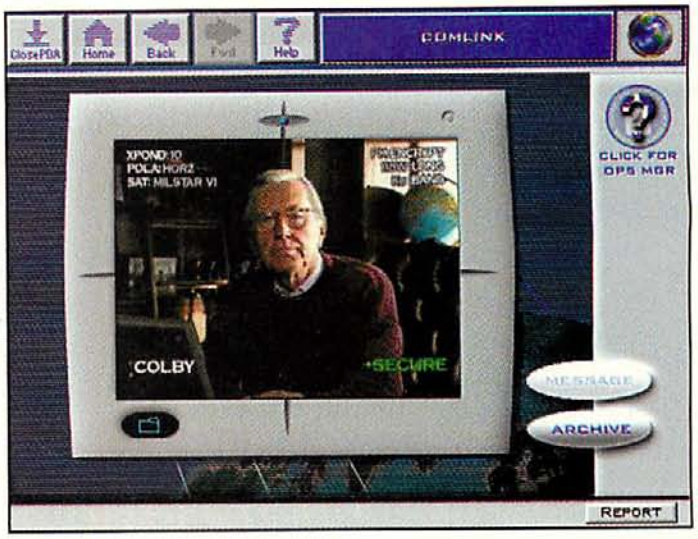
ORIGIN

www.ea.com/origin

© 1996, ORIGIN Systems, Inc. Origin and Privateer are registered trademarks of ORIGIN Systems, Inc. The Darkening is a trademark of ORIGIN Systems, Inc.

Circle Reader Service #231

#2: Spycraft: The Great Game



"The Great Game" is an appropriate subtitle to this spy story from Activision, because that is exactly what it is. Like THE PANDORA DIRECTIVE, SPYCRAFT took us by surprise; what appears to be a lightweight, newbie game is actually one of the most original adventures of the year, with a rich, compelling plot; clever gameplay; and outstanding use of full-motion video.

You assume the role of a rookie CIA agent assigned to investigate the twin assassinations of a Russian politician and your CIA instructor—and to prevent the possible assassination of the president of the United States. The game begins slowly but, like all good thrillers, gets tenser, better and scarier as it goes on, with enough double-crossing intrigue to please even discerning Le Carré fans.

Perhaps best of all—and this is a real rarity for an adventure game—is that every single puzzle is integrated into the plot and atmosphere of the story. As you hunt for the bad guys, you'll analyze voice prints, break codes, doctor photographs, and—in one memorably creepy scene—torture a suspect (if you choose). Real-life spying may not be as fun as SPYCRAFT, but then again, neither are most adventure games.

$49.95, Activision, (800) 477-3650, www.activision.com

#3: Star Control 3



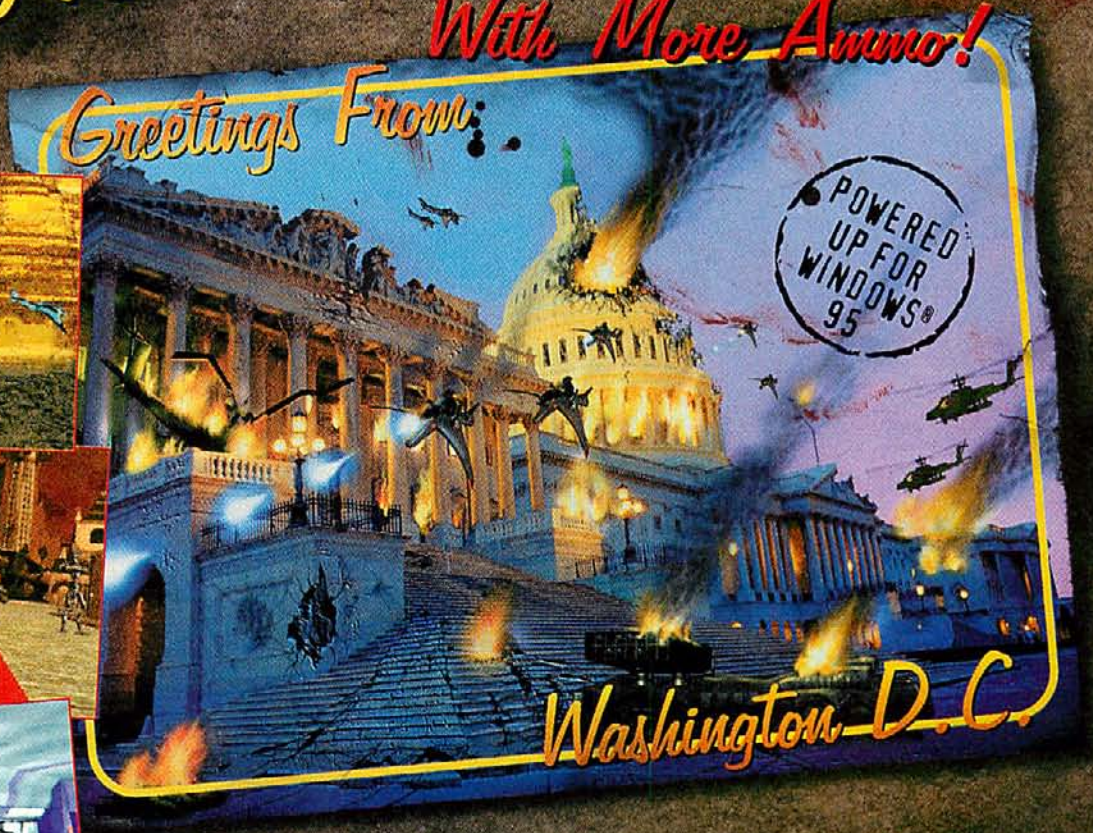
Daktaklakpak! Warning! Daktaklakpak! STAR CONTROL fans, alert! All your favorite aliens, from the spineless Spathi to the ugly Vux, are back in the third installment of Accolade's epic, comic sci-fi adventure. STAR CONTROL 3, developed by Legend Entertainment, takes place in 2178, about 20 years after the close of STAR CON II. This time, you play the senior commander of the League of Sentient Races, who must command a star fleet to explore and colonize the Kessari Quadrant as you attempt to restore a breakdown in hyperspace travel and prevent the destruction of all sentient life.

The STAR CONTROL games have always defied categorization, and this one is no exception, with adventure gaming mixed in with equal parts resource management, strategy and combat sequences. Traditional adventure gamers might find more here than they bargained for, but those up to the challenge will find themselves engrossed in a universe of amazing depth, while hilarious dialogue and voice work keep it all from getting too ponderous. Also a blast is the HyperMelee combat mode, probably the funniest ASTEROIDS knockoff you'll ever play. See our review in the Adventure section this month for more.

$49.95, Accolade, (408) 985-1700, www.accolade.com

Wish You Were Here...

With More Ammo!













RAVAGE D.C.X... A STUNNING 3D KILLFEST THAT LEAVES YOU GASPING FOR AIR!

- NON-STOP AIR, GROUND, AND HAND-TO-HAND COMBAT
- MULTIPLE PLAYING OPTIONS INCLUDE RAIL, PANORAMIC AND PANOCUBIC MODES
- NON-LINEAR 3D GAME PLAY
- STANDARD-SETTING GRAPHICS: "IT'S LIKE PLAYING OTHER GAMES' CUT SEQUENCES!"
- INFINITE REPLAYABILITY



Designed for Microsoft Windows 95

Rainbow Studios

DISTRIBUTED BY wea

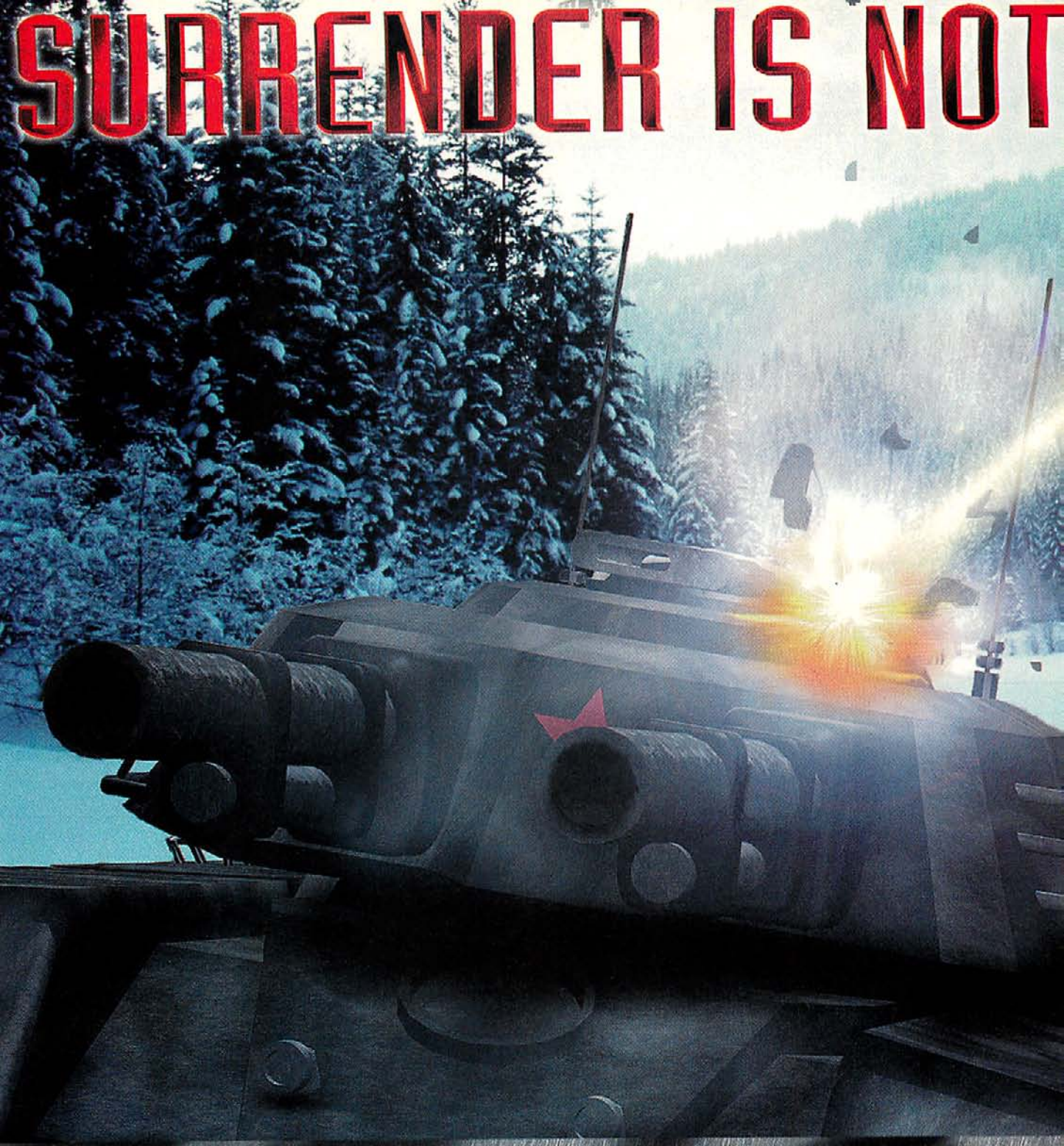
RAVAGE D.C.X™

iNSCAPE™

RAVAGE US ON THE WEB AT WWW.INSCAPE.COM/RAVAGEDCX
OR CALL 1-800-510-1791 FOR MORE INFO.

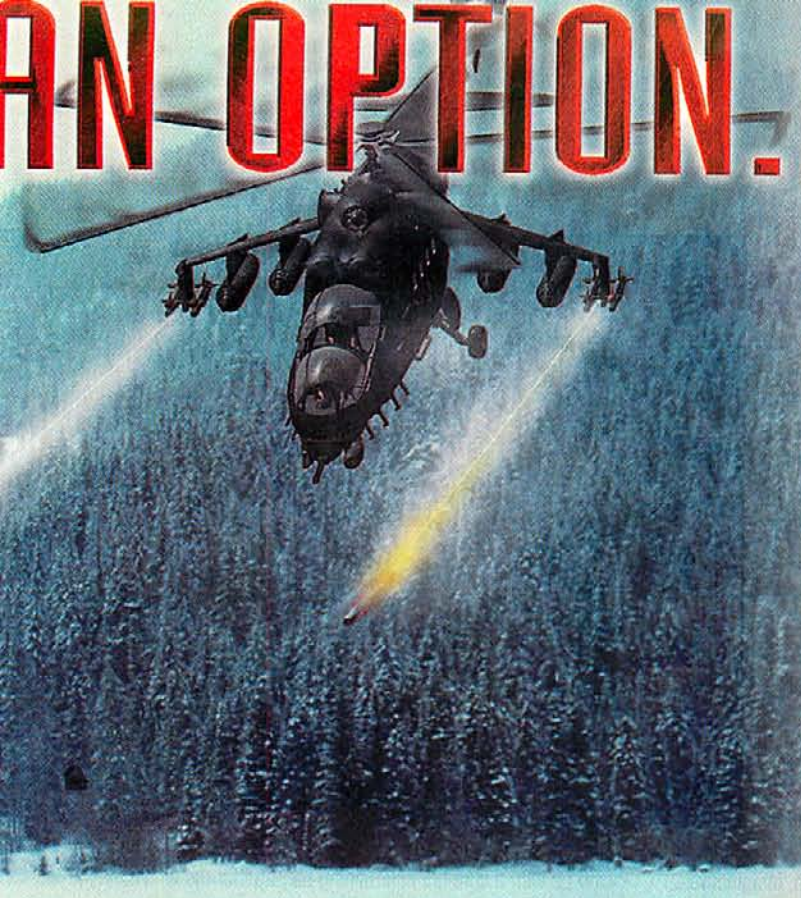
Ravage D.C.X™ ©1996 Inscape. All rights reserved. Microsoft, Windows, and the Windows logo are registered trademarks of Microsoft Corporation.

SURRENDER IS NOT





Command & Conquer: Red Alert is a trademark of Westwood Studios, Inc. Windows is a registered trademark of Microsoft Corporation. © 1995, 1996 Westwood Studios, Inc. All rights reserved.



THE EXPLOSIVE NEW STRATEGY GAME FROM THE CREATORS OF MILLION-SELLER COMMAND & CONQUER

Super VGA Graphics* intensify realism and excitement

Multiplay features include Internet Head-to-Head* and 8 player IPX

Fight over land, sea and air. Thirty new units and structures to choose from including MIGS, spies, destroyers, submarines and more

Now battle maps are twice as large

Over forty missions to play and dozens of multiplayer maps

Two CDs–one for you and one to lend to your favorite victim

Create and trade battle maps with new terrain editor

Three game difficulty settings

Dozens of close-ups and action movies

Internet access tonight!* Play against competitors across the world with Westwood's FREE Chat Program**

*Windows ®95 version only
**Requires existing Internet access

COMMAND & CONQUER
RED ALERT

All the power. None of the responsibility.





Available this Autumn for Windows®95 & DOS CD-ROM.

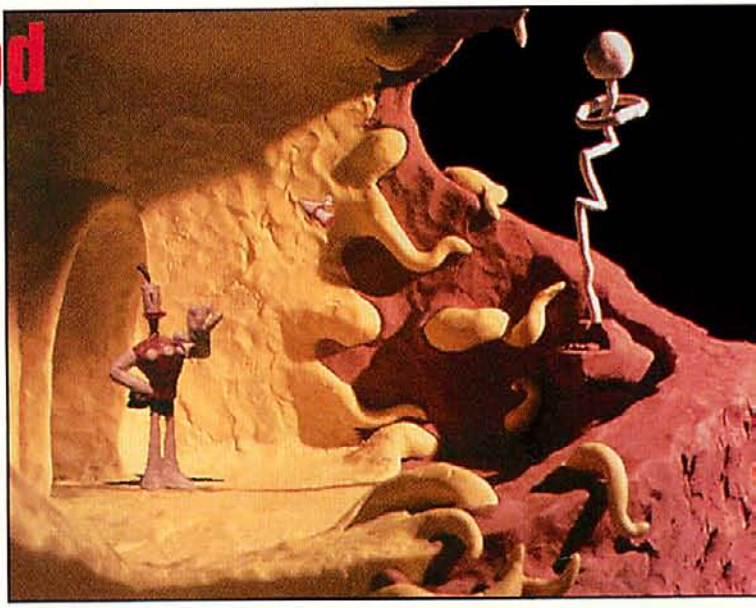


Westwood™ STUDIOS

www.westwood.com

Circle Reader Service #86

#4: The Neverhood

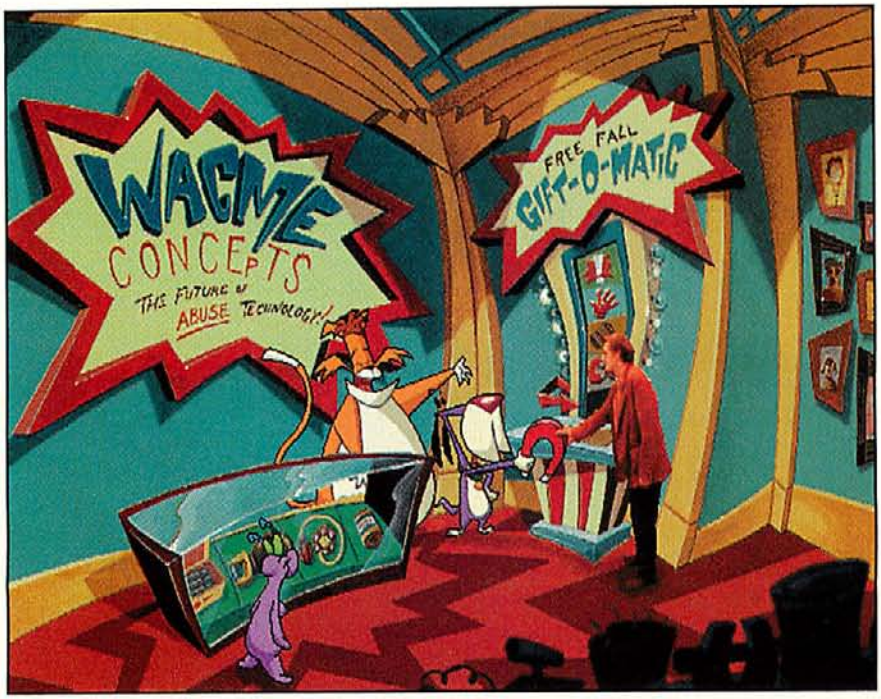


The first computer game to be released by DreamWorks Interactive, a joint venture between Microsoft and DreamWorks SKG (that's Spielberg, Katzenberg and Geffen), wins—hands-down—as the coolest-looking adventure game on the list. THE NEVERHOOD is a clay-animated fantasy adventure designed by Doug TenNapel, creator of EARTHWORM JIM, and it's the kind of game that's so incredible looking you can't wait to show it to your friends.

The story finds you in the role of Klaymen, a flexible clay hero who must save the land of the Neverhood from being overrun by the evil Klogg. The game is relatively short and easy for experienced gamers (maybe 20 hours), and some of the more MYST-like button-and-lever puzzles may try your patience, but ultimately THE NEVERHOOD is a winner because it has so much fresh, imaginative charm. In fact, *not* solving a puzzle is almost as much fun as solving it, because the animation, no matter what you do, is always a pleasure to watch. Add a funky, bluesy musical score to the mix, and you wind up with a sure-fire entertaining package for the whole family. See the Adventure section in this issue for a full review.

$54.95, DreamWorks Interactive, (310) 234-7000

#5: Toonstruck



Virgin's TOONSTRUCK, which seems to have been in development forever, is an edgy comic adventure in the grandest tradition of LucasArts games like SAM AND MAX HIT THE ROAD and DAY OF THE TENTACLE. Those are lofty comparisons, to be sure, and if TOONSTRUCK isn't quite in that class, it is in fact a memorably goofy experience, loaded with genuine out-loud laughs and fine state-of-the-art animation.

Christopher Lloyd (a human cartoon if there ever was one) stars as Drew Blanc, animator of the sickeningly sweet Saturday morning cartoon series "The Fluffy Fluffy Bun Bun Show," who finds himself transported to a cartoon world in desperate need of his help. Along with Christopher Lloyd, TOONSTRUCK boasts an all-star lineup of comic voice talent, including Dan Castallanetta (the voice of Homer Simpson), Tim Curry, David Ogden Stiers and Dom DeLuise. Though it may sound and look at times like a kid's game, it most definitely is not—something you'll figure out when you see the sheep dressed in dominatrix leather.

$59.95, Virgin Interactive Entertainment, (714) 833-8710, www.vie.com

SKYNET

Explosive Multiplayer Action.
Compete as one of
6 Combatants
or 2 Cyborgs.
IPX LAN/Modem.
Deathmatch:
NO LIMITS■

City streets.
Los Angeles Hills.
Interiors/Exteriors.
SkyNet Compounds.
Multiplayer Battlefields.
Single Player Missions.
True 3D SVGA Visuals.
Environment:
NO LIMITS■

Weaponry: 20+ total.
Heat-seeking missiles.
Motion tracker.
Methods of Destruction:
NO LIMITS■

Ground Combat. Rampage
by Jeep.
Aerial assault.
Modes of Combat:
NO LIMITS■

Revolutionary
XnGine™
True 3D system.
6º of freedom.
Control System:
NO LIMITS■

NO LIMITS

For PC CD-ROM







RATING PENDING RP CONTENT RATED BY ESRB

POWERED BY XnGine®

BETHESDA SOFTWORKS

1370 Piccard Drive, Suite 120, Rockville, MD 20850 • BBS: 301 990-7552 • Fax: 301 926-8010 • Website: http://www.bethsoft.com

Copyright © 1996 Bethesda Softworks. All Rights Reserved. XnGine® is a registered trademark of Media Technology Limited. All other trademarks are the property of their respective owners.
Circle Reader Service #389

#6: Leisure Suit Larry 7: Love for Sail

When we first learned that the title of this game had been changed from "Yank Hers Away" to "Love for Sail," we were concerned that maybe Al Lowe had decided to tone down the now 10-year-old Larry franchise after all these years, so as not to offend. Hey, it could happen. People mellow. But no, not to worry. Larry Laffer is back in all his lascivious splendor, guaranteed to offend all the usual parties in his endless, pathetic quest for female companionship.



This year's model finds Larry on a luxury cruise, hoping to, uh, set sail with the beautiful Captain Thygh. Others on-board for Larry to pine over include such characters as the mom-and-daughter country-western duo The Juggs, first names Wydoncha and Nailmi. Obviously, this is not a game for everyone, but if you like your adventure games seasoned with bawdy humor, LLL is the classiest tasteless act around, with a proven track record, and the puzzles in these games are always just as challenging as they are amusing. Just keep it away from children and Those Who Are Not Easily Amused.

$49.95, Sierra On-Line, (206) 649-5862, www.sierra.com

#7: Titanic: Adventure Out of Time

The most famous luxury liner in history is going down again, and this time you're going with it. TITANIC, developed by Cyberflix, boasts one of the best plots on this list. You are a British secret agent aboard the doomed ship, and you've been assigned to retrieve a priceless book that's been stolen by a German spy, and that is to be exchanged for British naval secrets. The game plays like a standard adventure game at first, as you explore the ship and talk to passengers. Once the ship hits the iceberg, however, TITANIC really picks up steam, as it shifts into a real-time mode in which you have exactly 2 1/2 hours—the time it took the real ship to sink—to finish your mission.

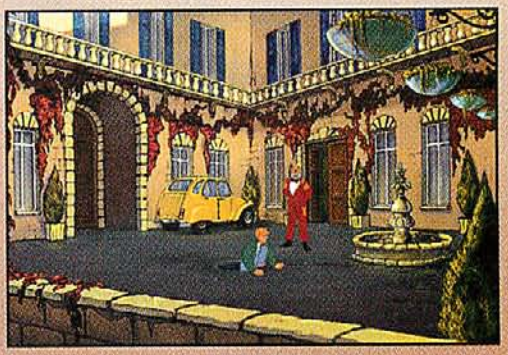
GTE has been hyping the accurate 3D rendering of the ship, and it is indeed quite beautiful. Many gamers will probably be content to wander around the ship and gaze at the spectacular recreations. But those who just want a good game should be quite satisfied, too.

$TBA, GTE Entertainment, (619) 431-8801, www.im.gte.com



#8: Circle of Blood

This animated adventure game from Virgin Interactive Entertainment doesn't break any new ground, but it's a solid, traditional adventure game à la Sanctuary Woods' THE RIDDLE OF MASTER LU that should provide many hours of entertainment for adventure game fans. The story takes you to Paris in the role of American George Stobbart, who witnesses a bomb blast at a cafe and finds himself plunged into a mystery involving a medieval manuscript created by the Knights of Templar, a notorious military and religious order founded in Jerusalem during the Crusades. As George investigates the mystery of the Knights of Templar, he begins to uncover a plot to take over the world by a sinister group of nogoodniks.



CIRCLE OF BLOOD's plot is quite good, and the puzzles are, if not wholly original, at least cleverly constructed and fair, but where the game really stands out is in the animation. COB was designed by artists formerly with Don Bluth Studios, and their talent is evident in every beautifully detailed scene. Thankfully, the game also maintains a nice sense of humor, including ample cheap potshots at the French. *C'est bien, ça.*

$49.95 Virgin Interactive Entertainment (714) 833-8710, www.vie.com

THERE GOES THE NEIGHBORHOOD!



10 BODY SLAMMIN', RING-WRECKING WORLD WRESTLING FEDERATION SUPERSTARS! FROM THE GENDER-BENDING GOLDUST™ TO THE HEARTBREAK KID SHAWN MICHAELS,™ WF IN YOUR HOUSE IS BRINGING ON THE KILLER-COMBO, COMBAT CARNAGE YOU CRAVE! EXPERIENCE A WHOLE NEW LEVEL OF HURT WITH ALL-NEW, PERSONALIZED VENUES AND GADGETS FROM THE UNDERTAKER'S™ MAUSOLEUM TO OWEN HART'S™ GIANT CARD! CHOW DOWN ON POWER-UPS FOR HEALTH, SPEED AND STRENGTH AND BOW DOWN TO ALL NEW SUPER-PIN "FATALITY" MOVES!
WF IN YOUR HOUSE IS A 10-MAN WRECKING CREW...AND THEY'VE GOT YOUR ADDRESS!

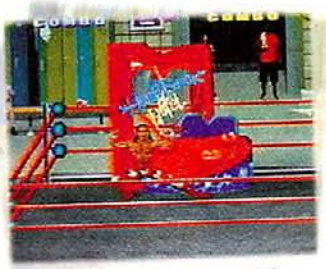


THE BRITISH BULLDOG TAKES A BITE OUT OF THE UNDERTAKER!



THE ULTIMATE IN OUT-OF-THE-RING ACTION!

WF IN YOUR HOUSE™



ALL-NEW FINISHING MOVES LIKE SHAWN'S HEARTBREAK HOTEL!



THE MORE THE MERRIER WITH MULTI-PLAYER ACTION!

PLAYSTATION™ SEGA SATURN™ DOS CD-ROM

World Wrestling Federation and its logos are trademarks of TitanSports, Inc. © 1996 TitanSports, Inc. All Rights Reserved. PlayStation and the "PS" logo are trademarks of Sony Computer Entertainment, Inc. Sega and Sega Saturn are trademarks of SEGA ENTERPRISES, LTD. All rights reserved. Acclaim is a division and registered trademark of Acclaim Entertainment, Inc. ® & © 1996 Acclaim Entertainment, Inc. All rights reserved. Screen shots shown are taken from the PlayStation version of the video game.

Acclaim entertainment inc
www.acclaimnation.com

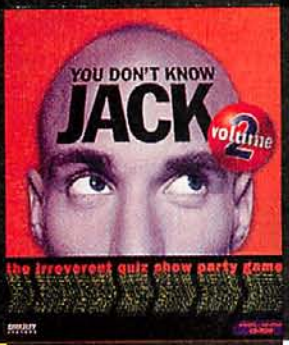


Virtual Pool from MacPlay has all the angles and shots of the real game—and then some. Features 4 great pool games, full-motion-video library, realistic physics and geometry, easy multiplayer modes, realistic 3-D perspective and graphics plus a musical jukebox.

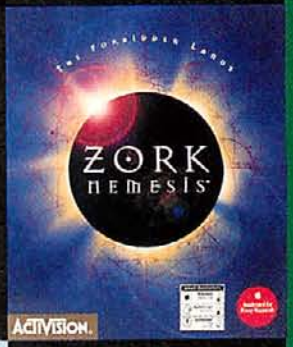


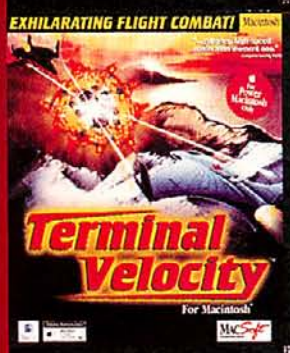
Five hundred years ago, Europe's conquering heroes pursued dreams of a new world. MacPlay's Conquest of the New World is a strategy game where you command explorers, settlers and mercenary soldiers as they discover a new world and build the ultimate nation.

You Don't Know Jack, Volume 2, is the hilarious sequel to the original award-winning game. This Jack comes complete with 800 all-new questions, new question types, celebrity guest appearances, new features and more. From Berkeley Systems.

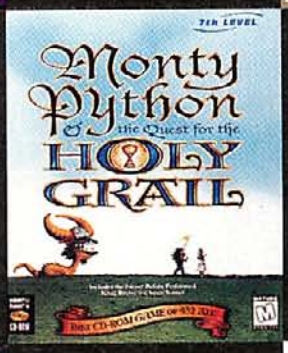


In Zork Nemesis, you're beckoned to the Forbidden Lands, a cursed world occupied only by the tortured spirits trapped there. Travel through 5 mind-bending worlds to discover the ancient secret of alchemy that will free the trapped souls from evil's grip. From Activision.





MacSoft's Terminal Velocity offers fast 3-D texture-mapped graphics, full 360-degree flight movement and 7 weapons of extraordinary destruction as you fight your way through 9 unique planets with an awesome array of air-to-air and air-to-ground combat action.

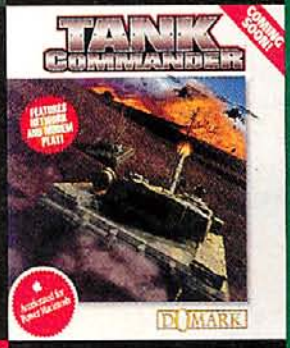


The best CD-ROM game of 932 A.D.—Monty Python and the Quest for the Holy Grail from 7th Level, Inc. It will take you on a romp through King Arthur's England, uncovering clues, solving puzzles and playing wholesome games like "Burn the Witch" and "Spank the Virgin."

Westwood Studios' Command and Conquer takes you into a gritty, high-tech world where the art of electronic intelligence and covert surveillance reigns supreme. Where guerrilla strategies and savage combat are the norm. Muster forces and lacerate your enemies to the bone.



Tank Commander by Eidos Interactive slams you into the cockpit of an M1 Abrams tank as you test your split-second decision skills against enemy tanks in over 25 fully textured missions. Destroy T-72, Leopard and Challenger tanks with over 7 weapons.





With its incredibly realistic flight models, 3-D photo-realistic landscapes and the use of real-world physics, Flight Unlimited re-creates the most accurate sensation of aerobatic flying ever experienced on the Macintosh. For best results, play before lunch.



Origin Systems' Wing Commander IV is one of the latest space-combat games for the Mac. Take on the role of Colonel Blair, played by Mark Hamill in breathtaking space battles and heart-pounding drama, as you fight your way through the most spectacular Wing Commander yet.

Is that the

Get ready for the biggest adrenaline rush of the holiday season. We're talking new games for the Mac.® We're also talking sweaty palms. Heart-pounding exhilaration. Stomach-in-the-throat thrills—the works. And here's the best part: with thousands of titles to choose from, you may never come down from that gaming high. Piqued your interest? Good.

©1996 Apple Computer, Inc. All rights reserved. Apple, the Apple logo, Mac, Macintosh, the Mac OS logo and Power Macintosh are registered trademarks of Apple Computer, Inc.

smell of chestnuts burning? Or just your neurological receptors going into overdrive?

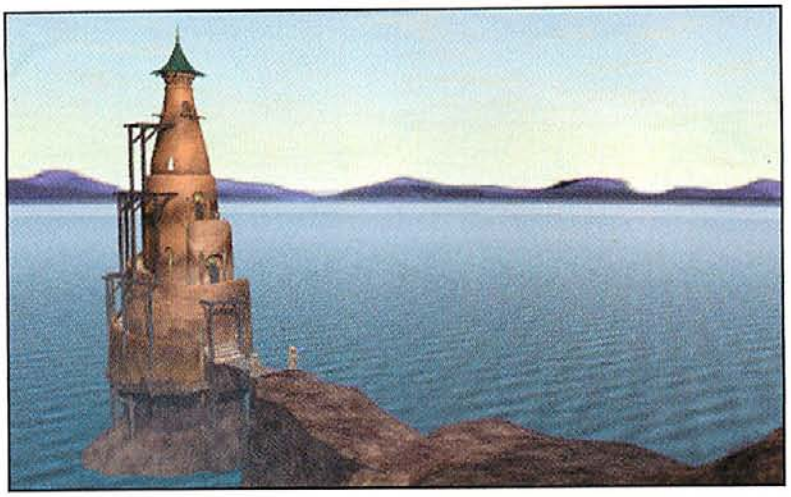


So now you're probably wondering how to get your twitching fingers on these games. Just visit stores like CompUSA, Staples, Micro Center and Fry's Electronics. Or, flip through any Mac mail-order catalogs. Or, hop on the Net. But no matter where you go to find them, remember to look for the smiling Mac OS logo. (All great software wears this face.™) If you're ready to take your adrenal glands on the ultimate ride, visit www.macsoftware.apple.com. And learn more about games for your Macintosh® and how to find them. Of course, if you want to, you can always use a phone: **call 800-500-4862.**

great software wears this face™ is a trademark of Apple Computer, Inc. All other products are trademarks or registered trademarks of their respective companies

#9: Lighthouse

This game shipped on the day we submitted this article, and the online debate was raging already: Is it or isn't it a MYST clone? Our definitive, professional answer (because that's what we're here for) is this: Well, in way, yeah, sort of. One thing it has over MYST, right from the start, is a discernible story line to set you in the right direction. You are a writer renting a beachfront property on the Oregon coast, and are suddenly summoned by the physicist who lives in the lighthouse nearby to babysit his baby daughter while he attends to an emergency. When you arrive, the man is gone, and you see the baby being taken from her crib by some kind of alien creature. You need to follow this creature through a portal to another world and try to save the day.



It's when you get to the other world that things get rather MYST-like, as you must deal with a plethora of gadget-heavy puzzles that, depending on your take on these things, will either delight you in their ingenuity or drive you freakin' bananas. Those waiting for MYST II will be right at home in LIGHTHOUSE.

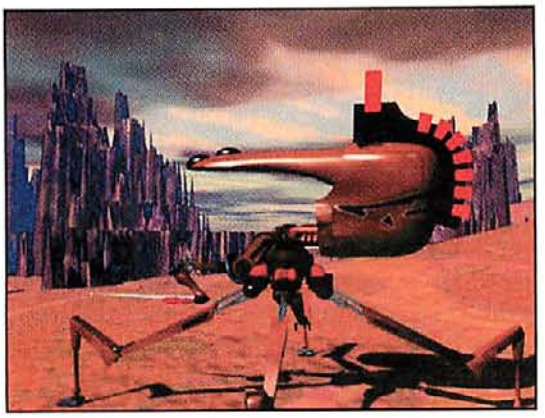
$49.95, Sierra On-Line, (206) 649-9800, www.sierra.com

More Holiday Adventures

We're still psyched for CALLAHAN'S CROSSTIME SALOON, based on the great Spider Robinson's short stories, but the last word we received from Legend Entertainment was that it looked like it was being bumped to an early '97 release. Another game that adventurers will be thrilled to see is LucasArts' CURSE OF MONKEY ISLAND, third in the series of their classic comic adventures. Speaking of comedy, Psygnosis is set to release DISCWORLD 2, a follow-up to Terry Pratchett's goofy fantasy adventure, once again featuring the voice work of Eric Idle. Philips Media has a spectacular-looking 3D animated adventure on the way called DOWN IN THE DUMPS, which relates the misadventures of a group of beleaguered, miniature aliens who have crash-landed on Earth in a rubbish-filled dump.

On the more serious side of things, Sierra is set to release its latest frightfest, PHANTASMAGORIA 2: A PUZZLE OF FLESH, which is *not* a sequel to the first title, but instead relates an entirely new story. Finally, Cyberdreams is following I HAVE NO MOUTH, AND I MUST SCREAM, CGW's adventure game of the year last year, with a black-and-white (!) detective story called NOIR. Can a black-and-white game survive amid all this flashy competition? Stay tuned.

#10: RAMA



For science-fiction fans, the best bet for this holiday season is Sierra's RAMA, based on the classic sci-fi series of books written by Arthur C. Clarke and Gentry Lee. The game takes its main story from RAMA II, in which a group of astronauts 200 years in the future is sent to rendezvous with and explore a large alien spaceship. When the mission leader dies mysteriously, you are sent in as a replacement, and you soon find yourself absorbed in the mysteries of the ship.

Fans of the series should be heartened to know that Gentry Lee had active, direct input into the game, all the way down to the design of the puzzles, so there's no reason to fear that this will be another mangling of a popular science-fiction title, à la last year's THE MARTIAN CHRONICLES. Arthur C. Clarke himself appears in the game's prologue and finale and whenever you die, and he's also the subject of interviews in a separate CD-ROM.

$59.95, Sierra On-Line, (206) 649-9800, www.sierra.com

Maximum Power

10 IN 1 HYPER PROGRAMMABLE

WINS.
KILLS.
DIRECT HITS.

Success is not measured by reaching 'game over.'
Shed no tears for the loser.
Show no mercy for whatever stands in your way.
Hold no sympathy for the weaker opponent.

Get ACT Laboratory's programmable joysticks and gamepads, and maximize your gaming power.





Congratulations to the winners of the PowerRamp Contest!
Susan Sproc, Matt Lew, Shannon Hook, Bobby Noah, Shakir Seals, Steven Inness, Burt Montigny, Clifford Liu, Matt Terrill, Paul Huang
Visit our website for details on our latest contest.

www.actlab.com/gamegear
1-800-980-9997
Circle Reader Service #356

ACT Laboratory Ltd.

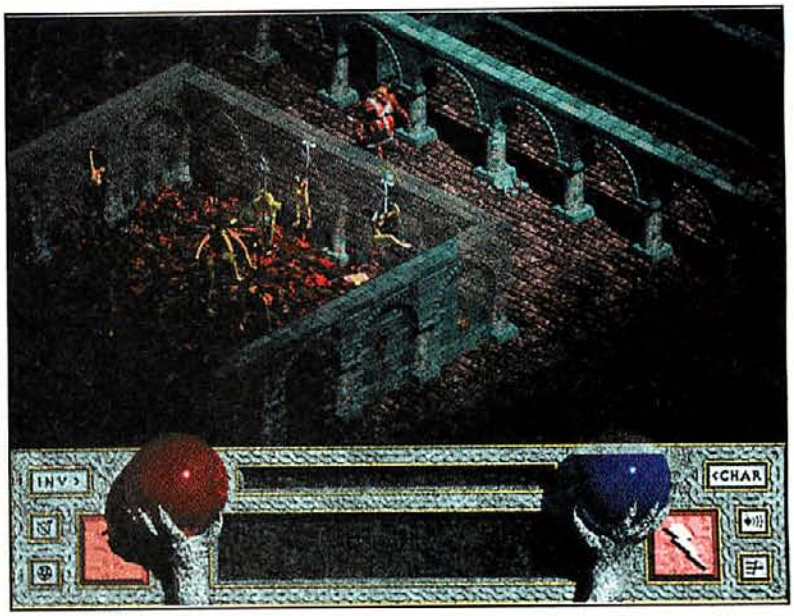


ROLE-PLAYING

by Johnny L. "Claus" Wilson

Role-playing, like the old man in the Monty Python film, is not quite dead. It's feeling much better, thank you. Still, there is quite a distance to go before role-playing becomes a healthy genre again. Apparently, computer role-playing games simply became too large, too repetitious and too detailed for many computer gamers. So, they moved on to other kinds of games. Fortunately, the next wave of role-playing games may serve to bring some of those prodigal gamers back to their first love. With new 3D looks to pull you in, incredible soundtracks to set the mood, and improved interfaces and designs to keep you in the digital dungeon, things are definitely looking up for role-players during this holiday season.

#1: Diablo



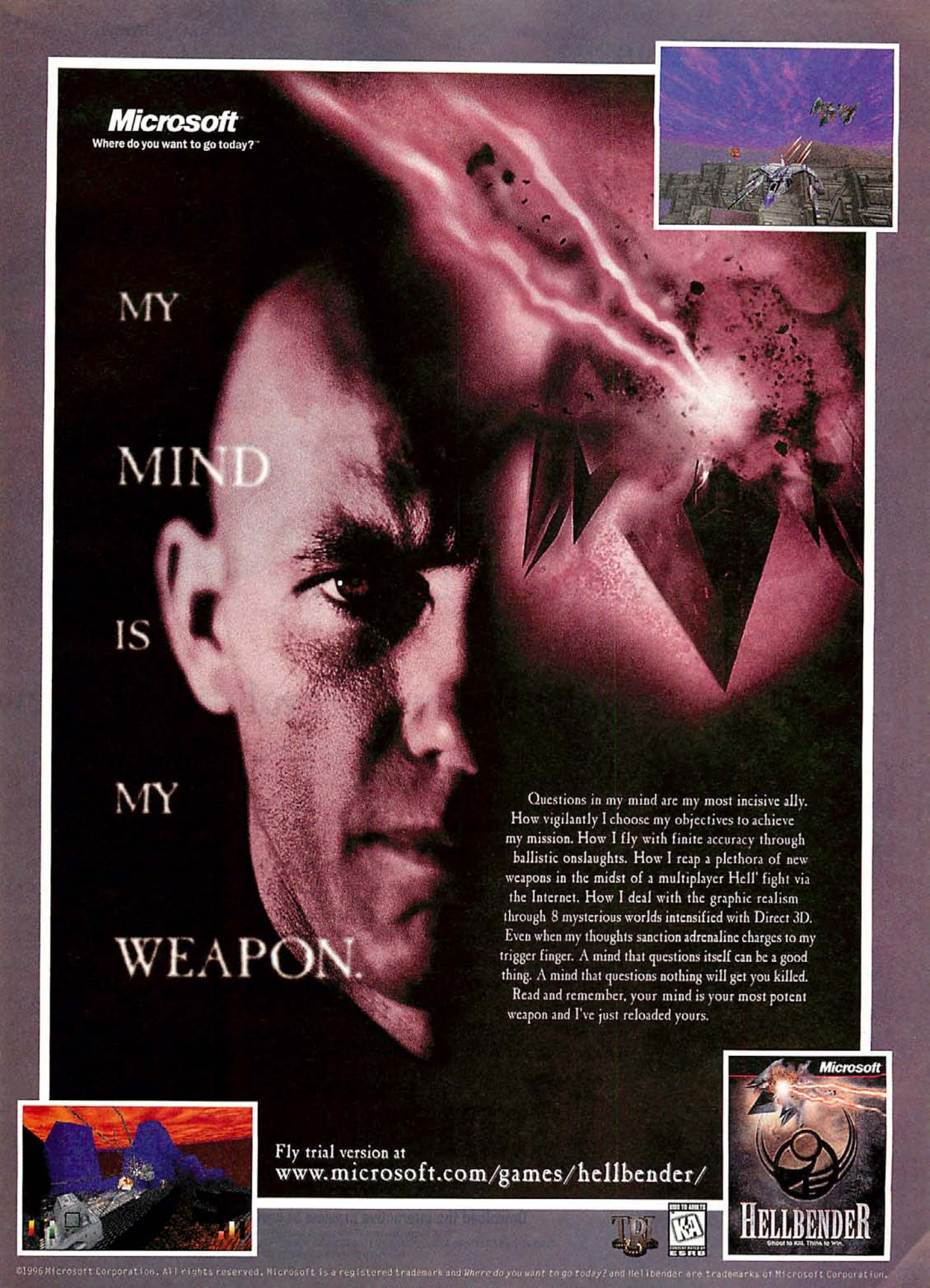
With DIABLO, Blizzard has brought together all the elements of an epic. Set in a dark, gothic world, DIABLO lets you play the role of a Warrior, Rogue or Sorcerer. There are no fancy hybrid character classes and no exotic backgrounds. You play a traveling hero or heroine who returns to his/her hometown to discover that some Dark Riders, apparently led by an archvillain named "The Butcher," have slaughtered many of the townsfolk, destroyed some of the houses and buildings, and desecrated the church on the outskirts of town. You piece together the remnants of the story by listening to the tavern owner and a dying townsman via audio clips. The voice acting isn't superb, but it is better than the acting in many full-motion video games. However, the music (sometimes an ominous chant, other times evocative of forest and town) and sound effects (screeches, bones crunching, sword clashes and shield parries), are absolutely superb for setting the mood.

DIABLO's graphics are outstanding. Whether you're looking at the smoothly animated 3D characters, the flickering light sources and shadowing when your hero is in the dungeon, or the details in the building interiors, the look is fantastic. In fact, for a while we thought DIABLO was just a pretty remake of Rogue or NetHack. Trust us when we say it isn't. As in the best role-playing games, dungeon items are restricted by weight, mage skill or character class; magical artifacts are classified mundane, magic or unique; and there are more than 30 different spells for heroes to use in the course of play.

Better yet, DIABLO is replayable. The game is never the same, even for solitaire players, but the addition of one other human player (modem-to-modem) or three additional players (LAN or Internet) will add a large number of permutations. Further, with Blizzard's provision of free access to opponents on the Internet via their Battlenet server, there is sure to be a critical mass of fresh opponents in cyberspace whenever you're ready to pick up a new game.

DIABLO may not have enough complexity for some hard-core role-players, but it is certainly going to have a large following among those who enjoy a lot of hack and slash as part of their healthy gaming diet.

$50.00, Blizzard Entertainment, (800) 953-SNOW, www.blizzard.com.


Microsoft
Where do you want to go today?™
MY
MIND
IS
MY
WEAPON.
Questions in my mind are my most incisive ally. How vigilantly I choose my objectives to achieve my mission. How I fly with finite accuracy through ballistic onslaughts. How I reap a plethora of new weapons in the midst of a multiplayer Hell' fight via the Internet. How I deal with the graphic realism through 8 mysterious worlds intensified with Direct 3D. Even when my thoughts sanction adrenaline charges to my trigger finger. A mind that questions itself can be a good thing. A mind that questions nothing will get you killed. Read and remember, your mind is your most potent weapon and I've just reloaded yours.
Fly trial version at
www.microsoft.com/games/hellbender/
Microsoft
HELLBENDER
Ghost to Kill. Think to Win.
©1996 Microsoft Corporation. All rights reserved. Microsoft is a registered trademark and Where do you want to go today? and Hellbender are trademarks of Microsoft Corporation.

Advanced Dungeons&Dragons®

When the award-winning Descent™ game engine landed in AD&D® game's most famous world, the FORGOTTEN REALMS®...

...it left in its wake the most revolutionary new







All the wizards and magicians in the Realms could never have predicted what happened that mystical night in the dungeons of Undermountain. After all of their spells, conjuring, and attempts to see the future, the future literally crashed down upon them. With deadly force.

It left an indelible mark. It affected their vision. Their movement. Their way of life and death. It changed their history as well as their future.

Introducing DESCENT TO UNDERMOUNTAIN™, the most revolutionary new AD&D® FORGOTTEN REALMS action RPG game in centuries. Based on the hugely successful Descent engine, the dark inhabitants of Undermountain's stone belly now experience 3D vision and 360° movement. Perhaps it was the strange visitor from the future. Perhaps just the trauma. But multiple characters are now developing in the cracks and under the rocks of ancient caves.

All of this, along with multiple player options has forever changed the face of the AD&D® FORGOTTEN REALMS world. What came down from the hereafter that fateful night, is certain to continue down into history. And down. And down. And down.

DESCENT TO UNDERMOUNTAIN™

Download the interactive preview at www://Interplay.dragonplay.com

©1996 Interplay Productions. All rights reserved. Decent © 1996 Parallax Software. All rights reserved.
DESCENT TO UNDERMOUNTAIN, ADVANCED DUNGEONS & DRAGONS, AD&D, FORGOTTEN REALMS, and the TSR logo are trademarks of TSR Inc. All rights reserved.
INTERPLAY is a trademark of Interplay Productions. All rights reserved.



RPG game to date.

- THE AWARD WINNING DESCENT™ ENGINE MEETS THE MOST FAMOUS AD&D® WORLD, THE FORGOTTEN REALMS®
- FULL 3D, 360° FIRST PERSON ACTION BASED ON THE HUGELY SUCCESSFUL DESCENT™ ENGINE
- CHARACTER DEVELOPMENT IN OVER 20 DIFFERENT MAGIC-RIDDEN DUNGEON LEVELS
- FIRST AD&D® ACTION RPG WITH UP TO 4 PLAYER MODEM/NETWORK OPTION.



Interplay™
BY GAMERS. FOR GAMERS.™

RATING PENDING
RP

Available on PC CD Rom

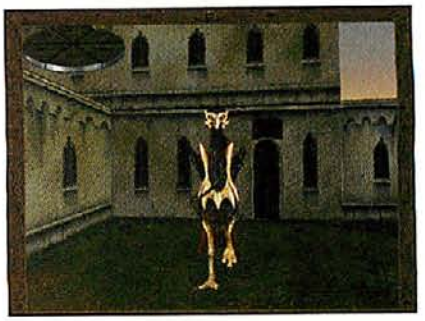
#2: The Elder Scrolls: Daggerfall



No, this isn't a scrap from last year's Holiday Buying Guide. THE ELDER SCROLLS: DAGGERFALL is finally in the stores. All of you who like really big role-playing games should enjoy this one. There's a long, challenging central quest and dozens upon dozens of miniquests randomly generated on the fly. The first-person 3D graphics really add to the sense of being in a strange world, particularly when you're climbing up staircases and levitating from one balcony to another. Combat is first-person, and it requires a bit of mouse analog movement to determine when weapon thrusts, lunges and slashes take place. The special effects for casting spells add to combat satisfaction, as well. Particularly impressive are the ability to join guilds and perform quests to benefit your new brotherhood or sisterhood, the ability to be tutored (with some randomality) in your skills, and the fact that it touches on some adult themes without being offensive. Also nice is the way skills and attributes are factored into the gameplay. But don't take our word for it. See what Scorpia has to say about it in this month's Role-Playing section.

$79.99, Bethesda Softworks, (800) 677-0700, www.bethsoft.com.

#3: Shadows Over Riva



Set in the universe of the successful German role-playing hit *The Black Eye*, the REALMS OF ARKANIA series of computer role-playing games features a first-person 3D view window with interface controls in a panel below this view; turn-based combat decisions as in X-COM; and a detailed RPG system of skills, spells, and artifacts taken from the pen-and-paper game. The game series also features a fascinating cultural background that you can sample in the two previous games, REALMS OF ARKANIA and STAR TRAIL, or in two current paperbacks (*Realms of Arkania: The Charlatan* and *Realms of Arkania: The Lioness*, both currently published by Prima Publishing's Proteus series at $5.99 each). Non-combat encounters are handled via close-up character profiles and conversation lists where you can choose from a range of general conversational gambits or specific lines of inquiry. Combat encounters are plentiful and challenging. 3D animations set up the story and advance the quest at various points. Ideal for traditional, hardcore role-players, SHADOWS OVER RIVA is the third installment in the series, and it looks richer and better than ever.

$59.95, Sirtech Software, (800) 447-1230, www.sir-tech.com

#4: Betrayal at Antara



The second in Sierra's BETRAYAL series (the first was BETRAYAL AT KRONDOR, based on the works of Raymond E. Feist), ANTARA attempts to recapture some of the magic of the first game with its first-person look, emphasis on character perspectives, skill-based development, and 3D environment. Here, though, the action takes place in an entirely different universe. ANTARA's designers have created new creatures, cultures and environments to encounter that are unlike the Tolkienesque creatures in most fantasy games. Plus, the plot advances via a series of Machiavellian webs of political intrigue and hidden agendas.

The game offers a full-screen view window. The character/inventory interface is normally hidden, rising up from the bottom of the screen when you move your cursor to there and invoke it. The movement interface simply uses compass angles for precision. As a result, you never feel like the interface is too obtrusive in this game.

Those worried that BETRAYAL AT ANTARA will be a cheap rip-off of its predecessor needn't be concerned. ANTARA should stand on its own as a fresh approach to fantasy role-playing—a game where exploration, surprise and discovery are just as exhilarating as combat.

$54.95, Sierra On-Line, (800) 757-7707, www.sierra.com.

▸▸▸continued on page 148



Circle Reader Service #253



CLASSICS & PUZZLES

by Terry "The Puzzling Elf" Coleman

Ever since TETRIS lowered global productivity in ways games like QUAKE can only dream of, hundreds of competitors have lined up like lemmings to repeat that success. Similarly, MONOPOLY showed the industry that even dusty old parlor games, when brought to the computer in style, could sell a lot of units. Other classic games such as chess and mahjongg hit the market with their best versions ever, complete with '90s graphic glitz and cozy multimedia to draw newcomers and jaded veterans alike. A far cry from the tepid conversions of yesteryear, this holiday season brings Internet play, better online help, tougher computer opponents and a welcome sense of irreverence to both old and new classic/puzzle favorites.

#1: Risk!

As a test of skill, RISK! can't boast the rich history and depth of chess, the elegant fluidity of rummy and hearts, or the exquisite tension of poker. On the other hand, it's easily learned, boasts as many home-brewed variations as MONOPOLY, and plays more briskly than many other classic games.

Now Hasbro Interactive has outfitted the old warhorse in shiny new armor, similar to the grand treatment that MONOPOLY received last year. Digitized sounds bring the beat of horses' hooves and the roar of cannon fire. The tame pastel territories have been transformed into geographic vistas unrecognizable to any Risk! addict: the gorgeous 3D terrain includes mountain ranges, capital cities, rivers, jagged coastlines, even fortifications. Cavalry charges over rolling hills, while infantry shoots from the cover of forests. Ships must fight for control of the seas, so that they may carry invasion forces across vast oceans.

But while the new animation sequences and graphics liven up combat, they don't significantly



change the game. CLASSIC RISK! is essentially the board game favorite, with the rules and feel intact—right down to the dice rolling on your screen. ULTIMATE RISK (included on the same CD) offers a new map based on the era of Napoleon, tougher computer opponents, and elements integrated from CASTLE RISK! to give a little more strategic depth. The AI is improved over previous computer versions, but don't kid yourself with the marketing claims of "realistic battle action." The idea here is to keep it simple and addictive.

Both CLASSIC and ULTIMATE RISK! feature Internet-capable play for up to six world conquerors. Although the game will require the CD-ROM to play, at press time Hasbro planned to put two CDs in each copy of the game—a nice touch to aid multiplayer gaming.

Anyone who has fond memories of whiling the night away shoving armies into Madagascar, ferociously defending Kamchatka, or tossing opponents out of some unpronounceable region of the world should find their nights once again rendered sleepless by this spirited conversion of the classic board game.

$39.99, Hasbro Interactive, (508) 921-3700, www.hasbro.com.

THESE REMARKABLE ADVENTURES BEGAN A LONG TIME AGO IN A GALAXY FAR, FAR AWAY.

(THE PRICE, HOWEVER, IS QUITE DOWN TO EARTH.)



You don't have to be Yoda to comprehend the wisdom of this deal. Four classic *Star Wars* games: TIE Fighter Collector's CD-ROM™,



Includes the world-wide exclusive CD, MAKING MAGIC: A Behind-The-Scenes Look at the Making of the *Star Wars Trilogy Special Edition.*

Rebel Assault™, Rebel Assault II™, and Dark Forces™ Super Sampler Edition with 3 playable levels.

Plus, an insider's look at the theatrical release of the *Star Wars Trilogy Special Edition.*

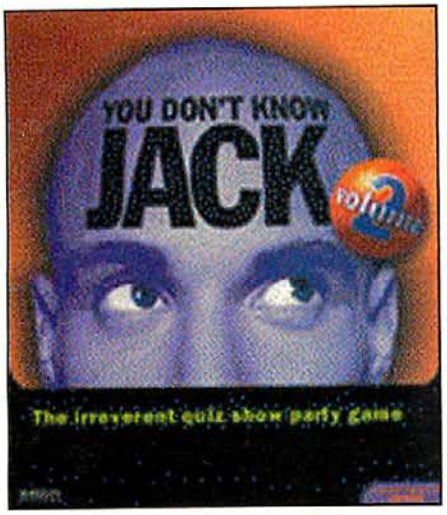
Five incredible titles for MS-DOS & Windows 95. All for one incredible price.

Circle Reader Service #119

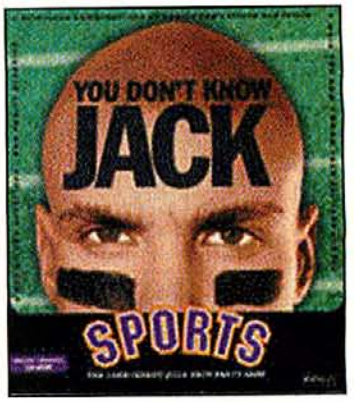
™ & © 1996 Lucasfilm Ltd. All Rights Reserved. Used Under Authorization.

http://www.lucasarts.com

#2: You Don't Know Jack Volume 2 You Don't Know Jack Sports



When baking sequels, start with high quality, interesting trivia questions. Add salt of cynicism, as much as you can handle, dearie. Fold in spicy commentary—remember, timing is important—until ribald chuckles bubble to the surface. Next, you'll want a very nice multimedia glaze—lots of slick interface and play screens—but make sure that you don't lose the bite or the character of the dish. Be careful, too, around the edges of the wicked humor—oh, dear, I've cut myself! I suppose it's time to relax and watch one of these delightfully silly Num-Nums commercials. Perhaps for my next party I'll prepare the YOU DON'T KNOW JACK SPORTS dish. An exquisite compliment to either squab or a fine merlot at *CGW* get-togethers, it makes a nice balm for turf toe as well–my Berkeley mother's old remedy, you know.



$29.99 each, Berkeley Systems, (510) 540-5535, www.berksys.com



#3: Chessmaster 5000

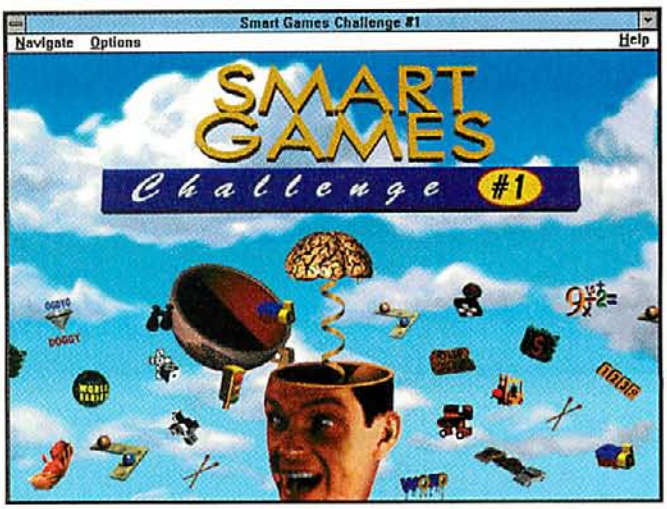
Those looking for a great chess challenge can find it here, versus one of the strongest computer opponents around. But what sets CM5000 apart is the number and variety of computer opponents, many based on Grandmasters from Paul Morphy in the 1800s to today's Bobby Fischer and Garry Kasparov. When you add in the excellent chess database of openings, tournament settings, chess problems and tutorials, time controls, and even Internet play, CM5000 is simply the best mainstream chess program yet created.

$54.99, Mindscape, (800) 234-3088, www.mindscape.com

#4: Smart Games Challenge # 1

Most puzzle games are rehashes of limpid brainteasers and TETRIS clones. SMART GAMES breaks out of this mold with some of the freshest puzzles we've seen in years. Even old standbys like cryptograms and sliding-tile puzzles get more challenging the farther you go into the mix, with the welcome option of toggling the difficulty level. To conquer this one, you'll need visual acuity, a nimble vocabulary, and some fast reflexes from time to time. A real winner.

$39.95, Smart Games, (888) 427-2469, www.smartgames.com



YOU DON'T NEED GUTS TO PLAY THIS GAME, YOU JUST GOTTA KNOW WHERE TO PUT 'EM.



Want to play doctor? Here's your chance to diagnose, treat and, hopefully, discharge a healthy, living patient. *CD ROM Today* calls *Emergency Room* "a fast-paced, realistic medical adventure." Be prepared to face over 400 possible cases—from hangnails to gunshot wounds. All brought to life by over 30 minutes of digital video, a Hollywood cast and 1,500 photo-realistic 3-D graphics. Lives are hanging in the balance, so rush to your local software dealer. Code Blue. Or visit www.pc.ibm.com/multimedia.



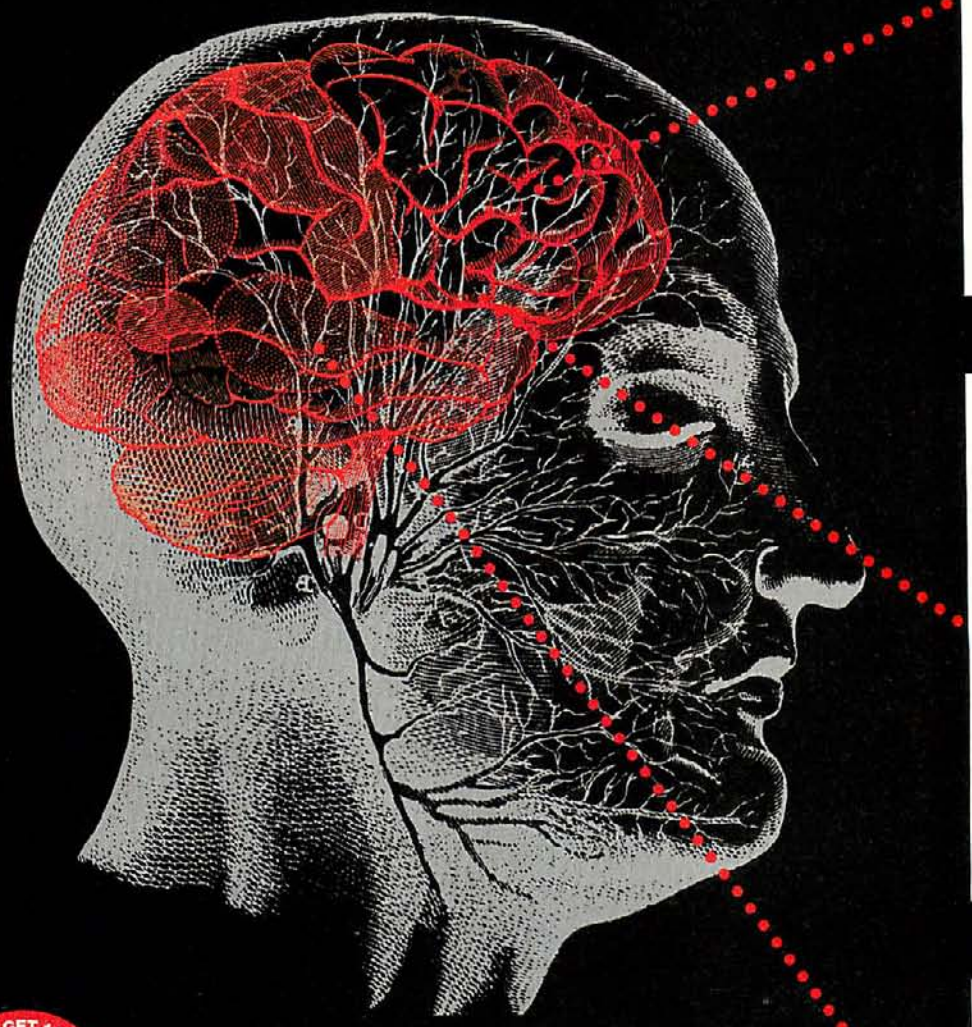
IBM



IBM is a registered trademark of International Business Machines Corporation. ©1996 IBM Corp. All rights reserved.

Circle Reader Service #363

REFERENCE GUIDE TO MENTAL DISORDERS









BUY 2 GET 1 FREE
GAME THERAPY

BUY 2 GAMES AND GET A THIRD ONE FREE*

GT Interactive Software
www.gtinteractive.com

CD-ROM

For details on how to get your free game see your local participating retailer or call 1-800-432-3493 ext. M606

*Buy any 2 titles on these pages plus the following (not shown): *Gender Wars, Kingdom O' Magic, Vikings: The Strategy of Ultimate Conquest, Just Me and My Mom™ and Just Me and My Dad™ and get any title free (plus $6.95 shipping & handling) from the following list: Amok, Bedlam, XS, ZPC, Scorcher, Kingdom O' Magic, SPQR, "9", Imperium Galactica, Vikings: The Strategy of Ultimate Conquest, Gender Wars, Just Me and My Dad™, Locus, Ice & Fire.* Offer expires January 31st, 1997. Availability dates subject to change. Void where prohibited. Offer open to residents of Continental U.S. Not all games available on all platforms or operating systems. For game ratings, please contact the ESRB at 1-800-771-3772.

XS™ ©1996 SCi (Sales Curve Interactive) Ltd. All Rights Reserved. 9™ ©1996 Tribeca Interactive, Inc. All Rights Reserved. Created and published by Tribeca Interactive, Inc. Bedlam™ is licensed from Mirage Technologies (Multimedia) Ltd. ©1996 Mirage Technologies (Multimedia) Ltd. All Rights Reserved. ZPC™ ©1996 Zombie LLC. All Rights Reserved. Galactica™ ©1996 GT Interactive Software Corp. All Rights Reserved. Developed by Digital Reality Inc. S.P.Q.R.™ ©1996 CyberSites, Inc. All Rights Reserved. Created by CyberSites, Inc. Hexen™ ©1995 Raven Software Corporation. All Rights Reserved. Published by id Software, Inc. Heretic™ ©1996 Raven Software Corporation. All Rights

DELUSIONS OF GRANDEUR:

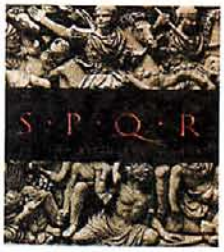
Delusions of inflation of worth, power, knowledge, identity or special relationship to a deity or famous person. (e.g., all powerful sorceress, assassins, ancient Romans, commanders of inter-galactic space ships)



Now Available



Available October '96



Available November '96



Available November '96

ANTISOCIAL PERSONALITY DISORDER:

A pattern of disregard for and violation of the rights of others. Elaborate weaponry is often involved.



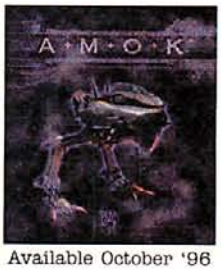
Now Available



Available November '96



Now Available



Available October '96



Now Available

OBSESSIVE/ COMPULSIVE:

Repetitive behaviors or mental acts (e.g., performing magic, killing) that the person feels driven to perform in response to an obsession.



Available October '96



Now Available



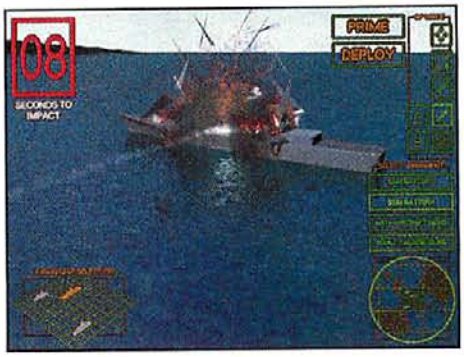
Now Available



Now Available

Reserved. Produced and developed by Zombie LLC. Gender Wars ™ ©1996 SCi (Sales Curve Interactive) Ltd. Software ©1996. Scorcher™ ©1996 Scavenger, Inc. All Rights Reserved. Created and published by Scavenger, Inc. Amok™ ©1996 Scavenger, Inc. All Rights Reserved. Created and published by Scavenger, Inc. Bedlam ™ ©1996 Scavenger, Inc. All Rights Reserved. Imperium Galactica™ ©1996 Digital Reality. All Rights Reserved. Published by id Software, Inc. Doom II ™ ©1994 id Software, Inc. All Rights Reserved. Final Doom ™ ©1996 id Software, Inc. All Rights Reserved. Ultimate Doom ™ ©1996 id Software, Inc. All Rights Reserved. All games distributed by GT Interactive Software Corp. All trademarks are the property of their respective companies.

#5: Battleship



From the old pen-and-paper game, to the molded gray plastic submarines of the '60s, to Travel and Talking Battleship sets, there's hardly a kid that hasn't been exposed to this search-and-destroy game. But this new version gives "Electronic Battleship" a whole new meaning. First off, it's in real-time, which ups the excitement level about a hundred-fold. As you move your fleet from grid to grid, you actually have to plan your radar/sonar searches while avoiding cruise missiles from the enemy. Loud, boisterous and a lot more exciting than you ever thought the old favorite could be, it could be this year's sleeper for quick and dirty Internet play.

$39.99, Hasbro Interactive, (508) 921-3700, www.hasbro.com

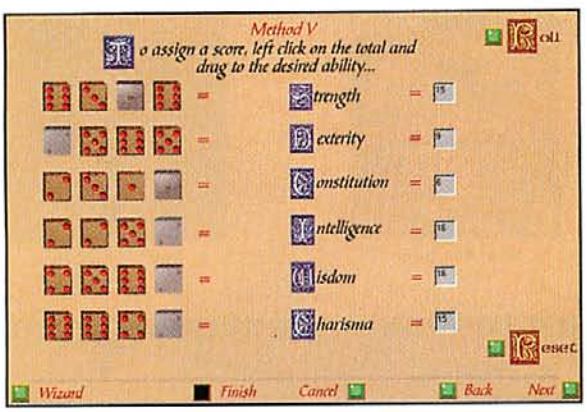
Also Making Their Move

Every year brings a new crop of chess games, and the slickest castling move this season seems to be POWER CHESS from Sierra. The designer seems to know his Kasparov from his Karpov, and the tutorials are based on some of the greatest games in chess history. The opponent uses neural networking and other methods to learn from your play. While it seems to improve as you do, it remains to be seen if this lighter touch will win new chess converts. EXTREME CHESS from Davidson has less frills but a meatier AI-reputedly the toughest in Europe. Hasbro's ambitious schedule should also bring CLUE, YAHTZEE and SCRABBLE to market by Christmas, and possibly TRIVIAL PURSUIT as well. Finally, if you missed our CG Choice pick for last month, HONG KONG MAH-JONGG FOR WINDOWS improves what was already the most authentic and challenging tile-based game on the market.

continued from page 140

#5: Advanced Dungeons & Dragons: Core Rules Set

Although not a "game" in itself, this product greatly facilitates gaming of the original role-playing ilk. If you're skeptical, you're not alone. This project has been tried before in modular DM assistant programs (both licensed and unauthorized) that have only had limited success. In the past, the assistant programs didn't take into sufficient account the variety of ways in which gamers approach the system. From the start, the CORE RULES SET takes this into consideration. In generating a character, you don't simply let the computer roll the dice, you have a selection of seven different ways to get the best character. When selecting character class, you don't have to cross-reference all the restrictions, you're given a list of choices. In chasing info through the monster manual, you don't have to use their "Help" menu, but you can perform a simple "Find" search and get exactly the data you want (instead of the traditional "Guess the Topic" of most Windows programs). There is also a map maker, treasure generator (using Table 84), encounter generator and NPC generator to make your DMing life easier.



$60.00, TSR, (414) 248-3625, ftp.mpgn.com/Gaming /ADND/CD-ROM-demo.

On A Role

Other possible choices for an RPGer's holiday stocking include MERIDIAN 59, a first-person fantasy role-playing game where the other characters you meet are played by real people. Conversation or combat, guild status or loner of legend? It's your choice. $40.00, 3DO, (800) 336-3506, www.3DO.com. Also worth consideration is WIZARDRY GOLD, an update of CRUSADERS OF THE DARK SAVANT with all of the latest graphic and interface bells and whistles thrown in. **$59.95, Sirtech Software, (800) 447-1230, www.sirtech.com.**

STOP PLAYING WITH YOURSELF!

START PLAYING WITH THE WORLD.



THE MOST MULTIPLAYER GAMES ON THE INTERNET

THE ARENA IS BROUGHT TO YOU BY EARTHLINK NETWORK, INC., PROVIDER OF THE COOLEST, EASIEST INTERNET ACCESS ON EARTH. CALL TODAY TO SIGN UP AND RECEIVE YOUR FREE EARTHLINK NETWORK TOTALACCESS™ PACKAGE WITH EVERYTHING YOU NEED TO GET ON THE INTERNET IN MINUTES.

PRIZES
CHAT
ON-LINE TOURNAMENTS
ONE USERNAME
ONE PASSWORD
ONE ACCOUNT

1-800-395-8425

ENTER THE ARENA AT WWW.EARTHLINK.NET/THEARENA

EarthLink Network

IT'S YOUR INTERNET. JOIN THE REVOLUTION

PARTNERS IN THE ARENA INCLUDE:

ARIES online games
IMAGINATION!™
ENGAGE games online™
CREATIVE CREATIVE LABS, INC.
GAMESPOT
DIAMOND MULTIMEDIA
CH PRODUCTS
VIRTUAL I-O
FORTE TECHNOLOGIES, INC.
MAC GAMER'S LEDGE
NUMBER NINE

©1996 EarthLink Network, Inc. Trademarks are property of their respective owners. All rights Reserved. The Arena is a registered trademark of EarthLink Network, Inc.



SIMULATIONS

by Denny "The Flighty Elf" Atkin and Gordon "The Rubber-burning Elf" Goble

Each year's holiday crop of simulations is *that* much closer to reality than the year past. For the most part, today's flight sims fly more like the real thing, look more like the real thing, and send you on more realistic missions. Racing sims have added more realism in both handling and graphics, but at the same time design improvements have made them more accessible to beginning drivers. Overall, it appears designers are beginning to remove the intimidation factor from simulations without dumbing them down.

The biggest advance in many of this year's flight sims is the dynamic campaign environments. Instead of launching you on a series of scripted missions, these games drop you into the middle of an entire simulated war, with dozens of flights all doing their own thing.

What's missing from this holiday gift list? Propellers! Developers have all but ignored WWar II and Korea recently. With one notable exception, all the flight sims have concentrated on modern jets and helicopters. The future for historical sims looks bright, though, and hopefully next year Santa's elves will have plenty of goodies for those who prefer their combat without the high-tech gadgetry.



#1: Flying Corps

Empire has executed a marvelous sneak attack on gamers with FLYING CORPS. Sim fans familiar with earlier Rowan efforts will be pleased to find the arcade-like flight models, confusing view systems, and quirky video and sound drivers of the developer's previous products are nowhere to be found here. The designers of FLYING CORPS have exhaustively researched the handling qualities and combat environments of World War I aircraft, poring over hundreds of books and historical documents and interviewing pilots who've flown restored aircraft from the Great War.

The result is a simulation that soars in both graphics and flight modeling. Torque, gyroscopic effects from rotary engines, stalls, spins, and even wind effects are all there. Enemy artificial intelligence specs are also impressive—computer pilots fly specific planes in the manner their real-life counterparts did. For instance, pilots of the slow Pfalz will generally try to avoid the fight unless they have an altitude advantage and can make a dive-and-run attack. Newbie sim pilots can tone down the AI and turn off various aspects of the flight model realism, making FLYING CORPS a good gift idea for trainees and aces alike.

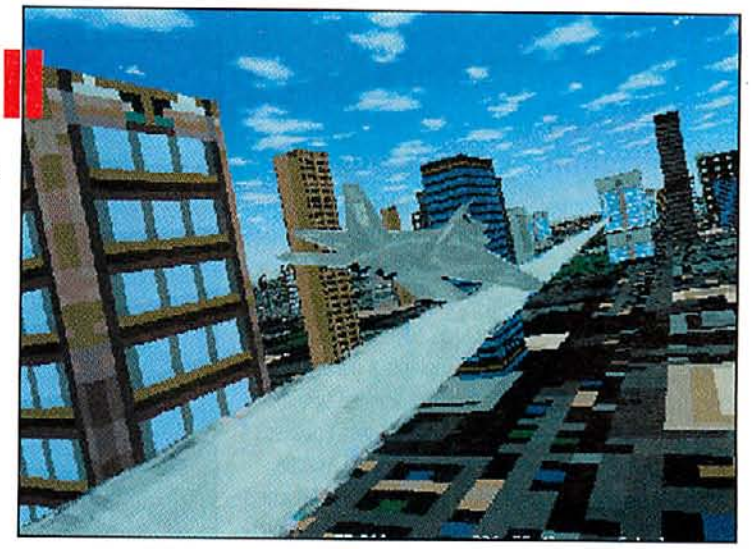
Along with the typical instant-action modes for those days you just want to take off and start shooting, the game also features four campaigns. Set near the end of the war, in 1917–18, these campaigns put you in the cockpits of famous aces, or in the aircraft of those who faced them. You'll fly as Lothar von Richthofen, attempting to break the kill record set by your brother Manfred (better known as the Red Baron) while he's on leave from his squadron. Can you face the onslaught of Albert Ball and the 56th Royal Flying Corps and become Germany's top ace? Another campaign lets you fly as Eddie Rickenbacker, America's top ace. Most intriguing is the dynamic campaign set at the Battle of Cambrai, where you'll fly over history's first major tank offensive.

This simulation is a big technological leap for the Empire/Rowan team. The new graphics engine sports beautifully texture-mapped aircraft (whose color schemes can be customized when you reach sufficient rank) complete with scrollable virtual cockpits. The terrain is built from actual WW I aerial photography and is so detailed that you'll be able to use period maps to navigate to your target by following the proper rivers and roads.

The graphics engine is completely new, and it takes full advantage of the power of this year's computers—and next year's as well. Empire says the standard 640x480 display can be bumped all the way up to 1600x1200 pixels if your display card, monitor, and processor can handle it. Both Win 95 and DOS versions are included on the CD, making this the perfect gift for any sim fan.

$54.95, Empire, (800) 216-9706, www.empire-us.com

#2: Jetfighter III



Originally a candidate for *last* year's gift list, this F-22 simulator should finally hit shelves in plenty of time for Santa's last shopping run. You'll fly in fictional campaigns set in future Cuba and Chile, where you'll fly carrier-based F-22s (hey, it's fiction) and F/A-18 Hornets in support of American interests. The jagged terrain of Chile, accurately recreated using satellite data and warp-free texture maps, should make for spectacular missions. The campaign is scripted, but it features a wide variety of possible branches, depending on mission outcomes. This promises more interesting missions than are possible with random generators.

Since our last look at the game, a number of new features have been added to the already impressive graphics engine, including software-based MIP-mapping to eliminate aliasing, as well as real-time, light-sourced terrain shadowing (a feature not found in competing F-22 sims). Mission sources say they have addressed early concerns about flight modeling and weapons loads, and the company aims to accurately model the F-22 and its systems.

With over five million miles of accurate terrain to fly around, JetFighter III promises plenty of action. (For the full scoop, check out preview coverage in the December, 1995, and September, 1996, issues.)

$TBA, Mission Studios (distributed by Interplay), (800) INTERPLAY, www.missionstudios.com

#3: Grand Prix II

Grand Prix II is the strongest PC racing title to date. You'll find 16 Formula 1 tracks that'll take you from the storied straights of Hockenheim to the maze-like confines of Monaco, from gear-crazy Interlagos to a Japanese double. Each track is an exacting replica of its real-life counterpart.



Cars are adorned with logos and detailed color schemes. They spark when they ground out, expel unburned fuel as bursts of flame, and kick up tire smoke when the wheels spin. GP II's cockpit lets you quickly glance at suggested gears for upcoming turns, driver's aids enabled, your current position and lap, car damage and more.

Driving a GP II car is fun, exciting, and easy to learn. With enough opponent strength variance, driving aids, and car set-up options to keep everyone from rookie to sim veteran happy, the program manages to provide accessibility to the drivers still working on their learner's permit.

They say good things come to those who wait. Grand Prix II is a fitting sequel to the impressive World Circuit, one that was definitely worth the wait.

$55, MicroProse, (510) 522-1164, www.microprose.com

#4: Hind



The sequel to last year's APACHE, HIND isn't the same old sim with a different helicopter. Although the look is similar—it uses an improved version of APACHE's graphics engine—gameplay is different enough to give this sim an identity of its own.

The Russian Hind helicopter is a generation older than the Apache, and its lack of advanced systems makes gameplay far more challenging. It doesn't possess all the high-tech targeting systems found in the Apache, and in the air it handles more like a tank than the Apache's sportscar-like nimbleness. The "Silicon WSO," a computer-controlled weapons systems officer, can make up for some of this by targeting enemies for you; those seeking the ultimate challenge can turn him off.

HIND adds an unprecedented human element to sim combat. Not only will you drop off or rescue troop formations, but you'll also encounter large groups of enemies on the ground. It's one thing to blow away a faceless tank, quite another to take aim at a group of soldiers running for their lives.

With three campaigns (Korea, Kazakstan, and Afghanistan), arcade and sim modes, and support for up to 16 players in multiplayer mode, HIND should be near the top of any helicopter fan's holiday gift list.

$49.95, Interactive Magic, (800) 789-1534, www.imagicgames.com

#5: AH-64D Longbow



Another top choice for helicopter fans, AH-64D LONGBOW comes from the team lead by Andy Hollis, creator of such classics as F-19 STEALTH FIGHTER and F-15 STRIKE EAGLE II and III. This simulation of the U.S. Army's premier attack helicopter is one of the rare sims that's accessible to beginners (thanks to a top-notch interactive tutorial), yet accurate enough to please the most hard-core sim experts.

Campaign missions are set in the Baltics, with historical missions from Operation Just Cause (Panama) and Operation Desert Storm included as well. The hi-res terrain looks terrific, and the accurate instrumentation will help you stay alive as you fly nap-of-the-earth attacks against enemy ground units.

If you already own LONGBOW, you'll want to add the FLASH POINT KOREA expansion disc, which adds over 140 new missions, updated avionics, and new terrain. It also lets you fly from the copilot/gunner position, a feature missing in the original game. Also in the works is a version for Windows 95, as well as multiplayer support.

$54.95, Jane's/Origin, (800) 245-4535, www.ea.com/janes

Our 3D Speakers give you something different that no one else can



games



theater



music

YOUR CHOICE OF 3D SOUND

For the first time, you have the power to control the depth and dimension of 3D stereo sound. JAZZ 3D speakers give you 3 different ways to customize the 3D stereo sound to any environment.

•Switch to the GAME setting, lock-and-load your favorite computer game and feel the explosions blast all around you.



•Change to the THEATER setting...suddenly you're transported to your favorite concert.

•Switch to the MUSIC setting, drop in your favorite audio CD and let the 3D sound envelop you.



MORE SOUND, MORE CONTROL

Jazz 3D Speakers are loaded with features to give you more control; L/R balance, multiple audio inputs, mute, headphone and microphone jacks, along with volume, treble and bass controls.

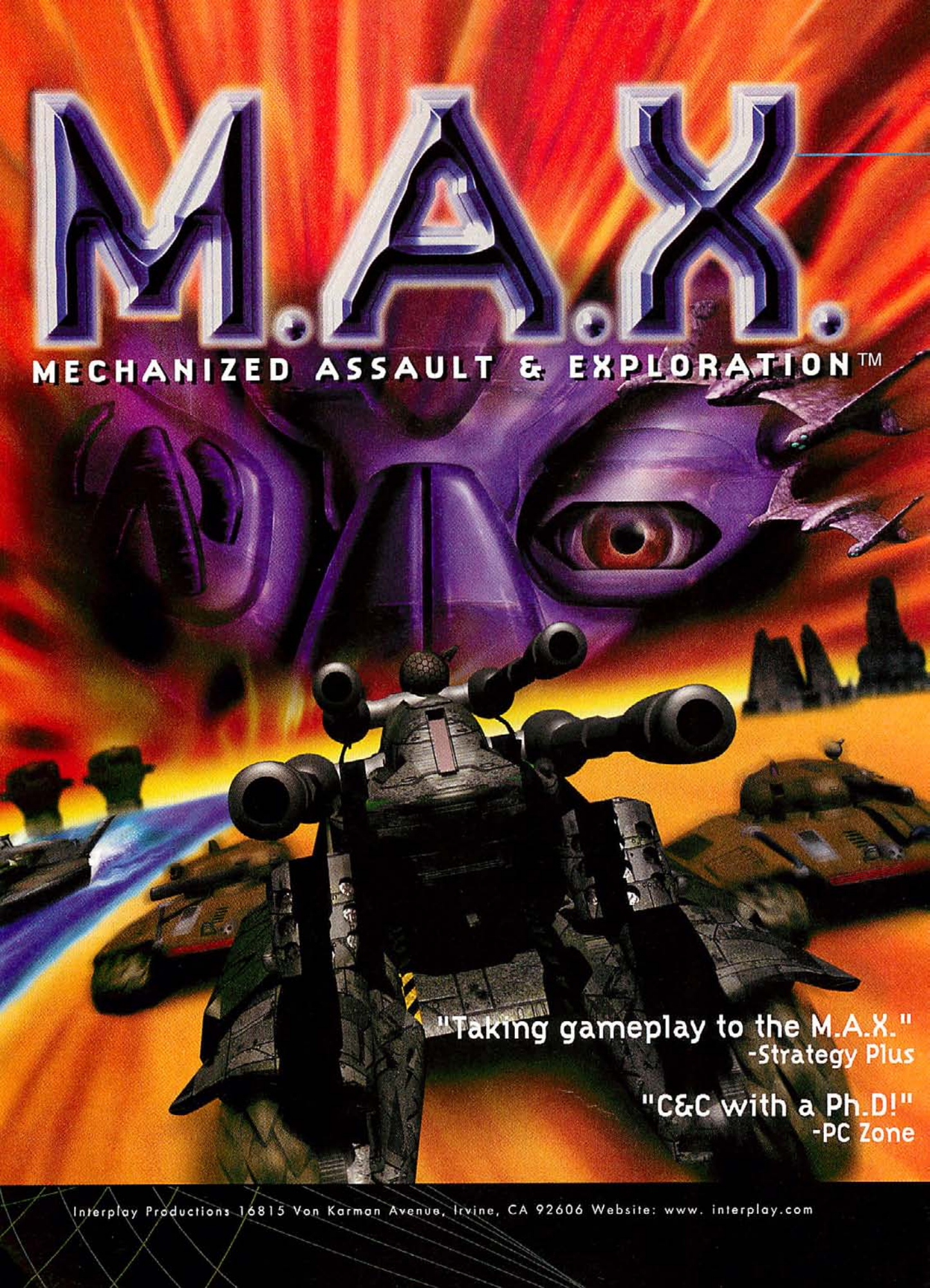
3 MODELS

Choose from three models, the 2-way JS-100, JS-200, or the 3-way JS-300 with MSRP's from $74.95-$124.95

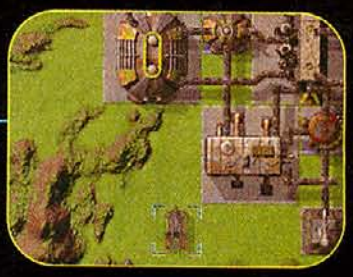
JS®

JAZZ Speakers
(818) 336-2689
www.jazzspeakers.com

Circle Reader Service #287


M.A.X.
MECHANIZED ASSAULT & EXPLORATION™
"Taking gameplay to the M.A.X."
-Strategy Plus
"C&C with a Ph.D!"
-PC Zone
Interplay Productions 16815 Von Karman Avenue, Irvine, CA 92606 Website: www. interplay.com

CREATE. CRUSH. CONTROL.



Simultaneous or turn-based gameplay plus adjustable turn length and game speed will challenge both real-time and turn-based strategy gamers



Stunning "top down" view. SVGA graphics and battle units rendered from 3D models pack an astounding visual punch



Any combination of up to four human or computer opponents can wage war. Battle over a network or clash head-to-head via modem



Play as one of eight Factions, choose from over 50 land, sea, and air units, upgrade armor, speed, and range



Play mission and campaign games or create your own custom game where you start a colony from scratch

Interplay™

BY GAMERS. FOR GAMERS.™

TEEN
T
AGES 13+
CONTENT RATED BY ESRB

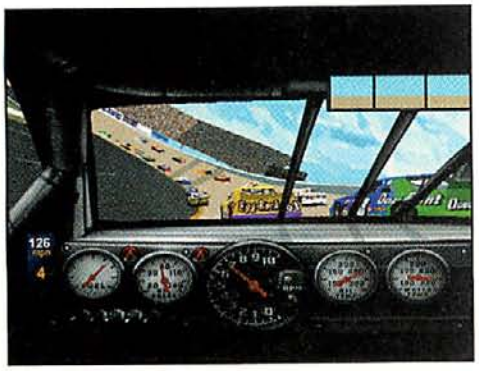
Available For PC CD-ROM

©1996 Interplay Productions. All rights reserved. M.A.X.Mechanized Assault & Exploration and Interplay are trademarks of Interplay Productions. All rights reserved.

#6: NASCAR Racing 2

NASCAR RACING 2, from Sierra's Papyrus division, takes an already superb racing game and makes it even better. This game has the potential to ruin the non-tobacco economy of North Carolina, as NASCAR fans might just sit glued to their computers all weekend instead of heading to the raceway.

The sim sports a number of improvements designed to make it more accessible, including a single-screen car setup routine. The graphics engine has also been souped up. Although the original NASCAR supported hi-res graphics, this tuned-up version has a more sophisticated appearance that sports clouds, more realistic pavement, and smoother updates. NASCAR 2 looks great in SVGA and is stunning in its 3D graphics board versions.



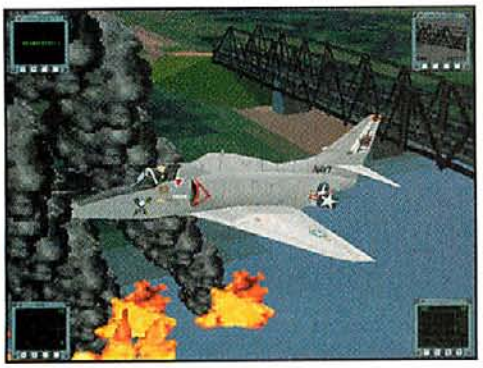
Car handling has improved, which will be good news to casual racers intimidated by the quirky sensitivity of its prequel. There's less wobble, and curbing (the tilt of the car when cornering) should help keep your tires glued to the pavement. Beginners can use steering assistance or an arcade mode if they want to dive in and start racing and still have a chance to place. Helpful voiceovers from your crew chief help keep you apprised of what's going on around you.

$54.95, Sierra, (206) 649-9800, www.sierra.com

#7: US Navy Fighters '97

It's the series that just wouldn't go away. After the original US NAVY FIGHTERS, MARINE FIGHTERS, USNF GOLD, ADVANCED TACTICAL FIGHTERS, and NATO FIGHTERS, Jane's and EA are closing out the series with USNF '97. This Windows 95 game includes all the aircraft and missions from the original USNF and MARINE FIGHTERS, plus a new 25-mission campaign set in Vietnam.

New flyable planes added for the Vietnam era include the F-4B and F-4J Phantom IIs, the F-8J Crusader, the A-7A model of the Corsair II, and the MiG-17 and the MiG-21. The USNF missions feature many of the improvements added to later games in the series, including better terrain and aircraft graphics, handling tweaks and interface improvements. You'll also find much more intense flak and SAM action.



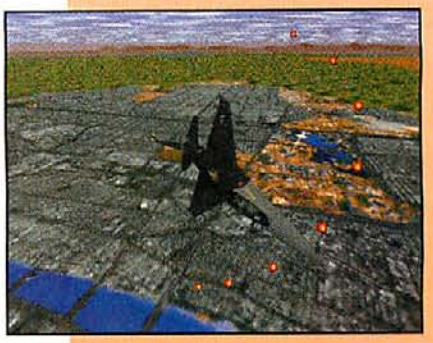
Also retrofitted is the multiplayer capability introduced in ATF, supporting network, modem, and null-modem connections. Finally, the reference section has been fleshed out with data from *Jane's All the World's Aircraft*, as well as a new series of aircraft videos.

$54.95, Jane's/Electronic Arts, (800) 245-4535, www.ea.com/janes

#8: Back To Baghdad

BACK TO BAGHDAD is the sim of choice for the jaded, experienced PC fighter pilot. While it doesn't have many of the gameplay-related bells and whistles of many of its competitors, it is by far the most complete, authentic simulation of the environs of a fighter jet cockpit yet produced.

Its flight model is state of the art, matching realistic performance envelopes under a variety of weight and drag configurations. The sim boasts a highly detailed simulation of the F-16's avionics systems: there are ten HUD modes and nine air-to-air and air-to-ground radar modes to challenge even experienced simmers.



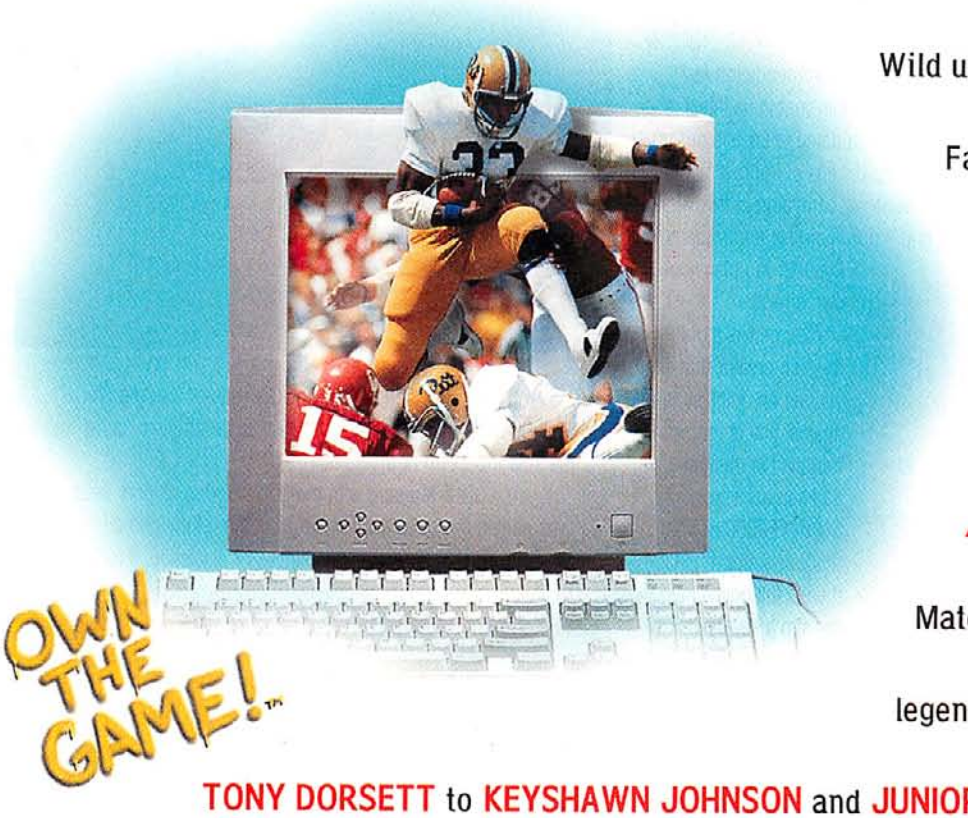
The game features a variety of individual missions set in a fictional (at least at press time) second Persian Gulf war. The topology is generated from reams of geographical data for a large region around Baghdad, so the lay of the land is totally accurate. The detail looks great at low altitude—if you have a very fast computer (P133+) with loads (32MB) of memory. This is a great gift for the very experienced sim pilot, but be warned that you'll want to wrap it with a detailed book on operating a real F-16, as the included documentation is rather skimpy.

$99.95, Military Simulations, (360) 254-2000, www.military-sim.com

abc SPORTS COLLEGE FOOTBALL...

Now a CD-ROM game.

Match Up the Best *"Big Uglies"* of All Time!



Wild upsets. Timeless rivalries.

Face-painted Saturday

afternoon frenzy.

32 powerhouse teams.

Who's on the field?

Anyone you want!

Match up any one of 1500 college legends from **PAUL HORNUNG** and **TONY DORSETT** to **KEYSHAWN JOHNSON** and **JUNIOR SEAU**. Call and design the plays in real-time. Direct the TV-style Virtual Broadcast.™ Start a rivalry over the Internet, LAN or modem. Play in coach or action mode. **KEITH JACKSON** and **BOB GRIESE** calling all the action. *Pump fake. Scramble. Dive in the end zone. Take the national title. WHOA NELLIE!!!*



abc SPORTS COLLEGE FOOTBALL

Available on CD-ROM for Windows '95.

Check it out at http://www.otsports.com.

abc INTERACTIVE · PLAYERS INC · RATING PENDING RP · UNIVERSITY OF NOTRE DAME · COLLEGIATE LICENSED PRODUCT

Available for PC CD-ROM for Windows '95. All trademarks are owned by their respective companies. Officially licensed product of Players Inc. The Players Inc. logo is a trademark of the NFL Players. The "Officially Licensed Collegiate Products" label is the exclusive property of The Collegiate Licensing Company. The "Collegiate Licensed Product" label is the property of the Independent Labeling Group. All names, logos, and mascots associated with the universities are the exclusive property of their respective universities.

Circle Reader Service #285

#9: Super EF2000



EF2000, our number one sim recommendation *last* Christmas, is back on the list this year in its latest incarnation, SUPER EF2000. This updated release is designed for Windows 95 and sports dozens of improvements over the original. The dynamic campaign in this version is fully fleshed out, and it now includes a mission editor that lets you plan your own strikes.

Also new is a quick mission creator that lets you set up quick scrambles against any of the aircraft modeled in the game. In addition to network play, SUPER EF2000 now offers modem support. Finally, there's full online help for the sim a keypress away.

If you're a DOS diehard, the TACTCOM add-on package for EF2000 adds the same improvements to the original game, with the sole exception of online help.

If you a 3D video card with the 3dfx Voodoo chipset, keep your eyes peeled for the special Voodoo version of the game—with filtered terrain that shows no blockiness or pixelation, it looks spectacular.

$54.95, Ocean/DID, (408) 289-1200, www.did.com

Also On Approach

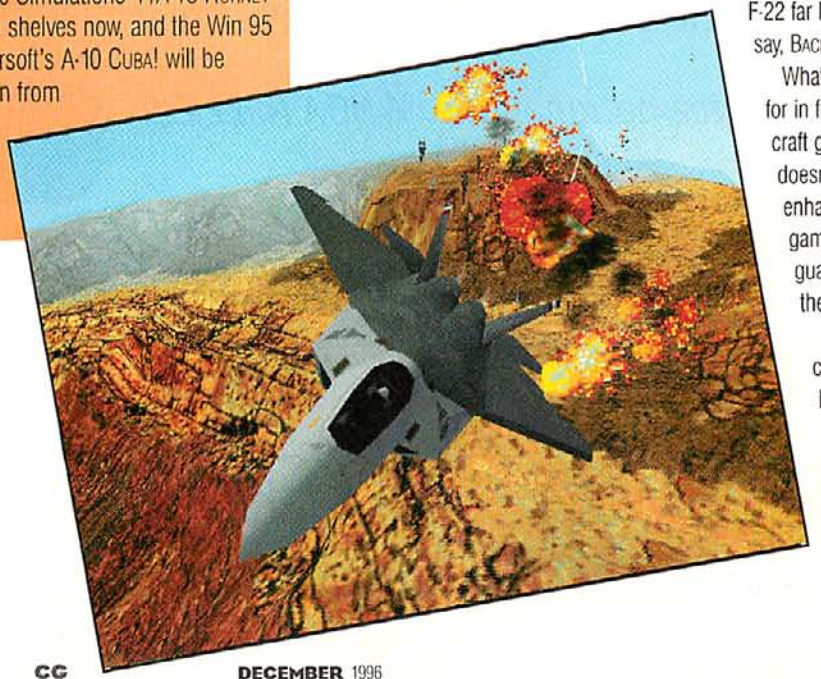
The pattern of sims getting ready to land on store shelves for the holidays is awfully crowded. NovaLogic will be releasing COMANCHE 3 and ARMORED FIST 2, promising to add more sim elements to these action-based chopper and tank games. The new Voxel Space 2 graphics engine shared by these sims looks sensational.

If you're looking for a more serious tank sim, Interactive Magic's IM1A2 ABRAMS should fit the bill. The company should also have AIR WARRIOR II, a stand-alone version of the popular online WW II air combat sim, on shelves by the time you read this.

Finally, look for a couple of popular Mac sims to appear in Win 95 versions soon. Graphic Simulations' F/A-18 HORNET should be on shelves now, and the Win 95 version of Parsoft's A-10 CUBA! will be available soon from Activision.

#10: F-22 Lightning II

NovaLogic's first shot in the fixed-wing sim melee is targeted squarely at the action sim fan. But don't dismiss it, even if your tastes tend towards hard-core simulations. F-22 LIGHTNING II is unmatched in the graphics and sound departments, and it's a great multiplayer sim when you're getting non-flying friends involved in a melee.



If you're looking for a good introductory sim to hook your friends on air combat, this is the gift to give. Although F-22 includes a functional set of instruments, all targeting, navigation, and weapons info can be accessed from the simplified heads-up display. Combined with a relatively simple set of command keys, this makes F-22 far less intimidating to new pilots than, say, BACK TO BAGHDAD.

What F-22 lacks in complexity it makes up for in flash and dazzle. The terrain and aircraft graphics are unrivaled by any sim that doesn't require a 3D card, and are further enhanced by Dolby stereo sound. The game is written entirely in Assembly language, so frame rates are good even on the slowest Pentiums.

Along with single missions, four campaigns, and a custom mission builder, F-22 features both cooperative and combative network and modem play.

$44.95, NovaLogic, (800) 858-1322, www.novalogic.com

Intense Underwater Action . . . Better Hold Your Breath!

ARCHIMEDEAN DYNASTY





- Stunning Hi-color, Hi-res graphics with 65,000 colors
- Atmospheric surround sound
- Detailed storyline with real-time battles in SVGA vector graphics
- Realistic underwater motion simulation with currents
- Impressive arsenal of weapons
- Interact with hundreds of characters
- Advanced dialog system







Available October '96 FOR PC CD-ROM

Humanity ends where the deep begins . . .

CHECK OUT WWW.BLUEBYTE.COM FOR YOUR MISSION INSTRUCTIONS

Call 1-800-933-Byte for further information.

Blue Byte Software, Inc. / 33 South Roselle Road / Suite 201 / Schaumburg, IL 60193 / Voice: (847) 534-7950 / Fax: (847) 534-7951

Blue Byte

Circle Reader Service #171



SPACE SIMS

by Thierry "The Spacey Elf" Nguyen

The past year hasn't been a stellar one for space sims, but it looks like the Christmas season will bring some new stars. The themes this holiday season are multiplayer and money, with mercenary-style capitalism and the ability to battle live human opponents via modem or network the features *du jour*.

Add to that the fact that most of these space sims place us in familiar territory (in the cockpit of a giant robot, or zooming about the *Star Wars* or Wing Commander universes), sport beautiful graphics, and offer a broad range of complexity to satisfy novices and experts alike, and you've got a great lineup for those cold-as-space winter days. There's not much new thematically here—it's you vs. evil empires in space scooters or big tanks with arms and legs—but the top games here are the classic formulas nearly perfected.

#1: X-Wing vs. TIE Fighter

The mission: prepare for an imminent attack at Endor. We'll soften up the Imperial presence in the region by hitting their delivery convoy. Yellow squadron will engage the freighters and transports, Red will escort them. Blue squadron will clear the area of any TIE Fighters. Good luck, and may the Force be with you...

That's the kind of scenario you can relive in LucasArt's X-Wing vs. TIE Fighter. What separates this mission from the many others just like it in the previous two games? Every flight group in that mission can, and probably will, be human.



LucasArts has made a brilliant move by making the next *Star Wars* space sim a multiplayer experience. Ever since the *Star Wars* films came out 19 years ago, countless fans have dreamed of flying those great ships from the trench and Death Star II scenes. Those dreams came true in the form of X-Wing and TIE Fighter. But, as always, people are competitive, and when the AI in both games has been beaten countless times over, LucasArts ups the ante by finally bringing us the multiplayer experience we need.

And if multiplayer isn't enough, how about texture-mapping the graphics so that the ships look like they were lifted out of the movies? The ships are absolutely gorgeous, showing off fine details such as blast doors and the pipelined body of an Imperial Star Destroyer. But if you admire the pretty graphics too long, the fast-paced combat will literally fly by you, and your opponent will be chalking up another kill.

Single-player missions serve as training for the multiplayer action, and the backdrop for all of these missions will most likely be the famed Battle of Endor.

The actual missions will not only have duels to the death, but also numerous team missions where one side (Empire or Rebellion) attacks the other side. Since there will be massive battles, players who get blasted in the line of duty can kick a computer pilot out of his ship and take over to reenter the fray. These missions will emphasize teamwork and tactical strategy, just like a real battle.

Play options abound in this DOS game, with modem, direct connection, and eight-player LAN support included.

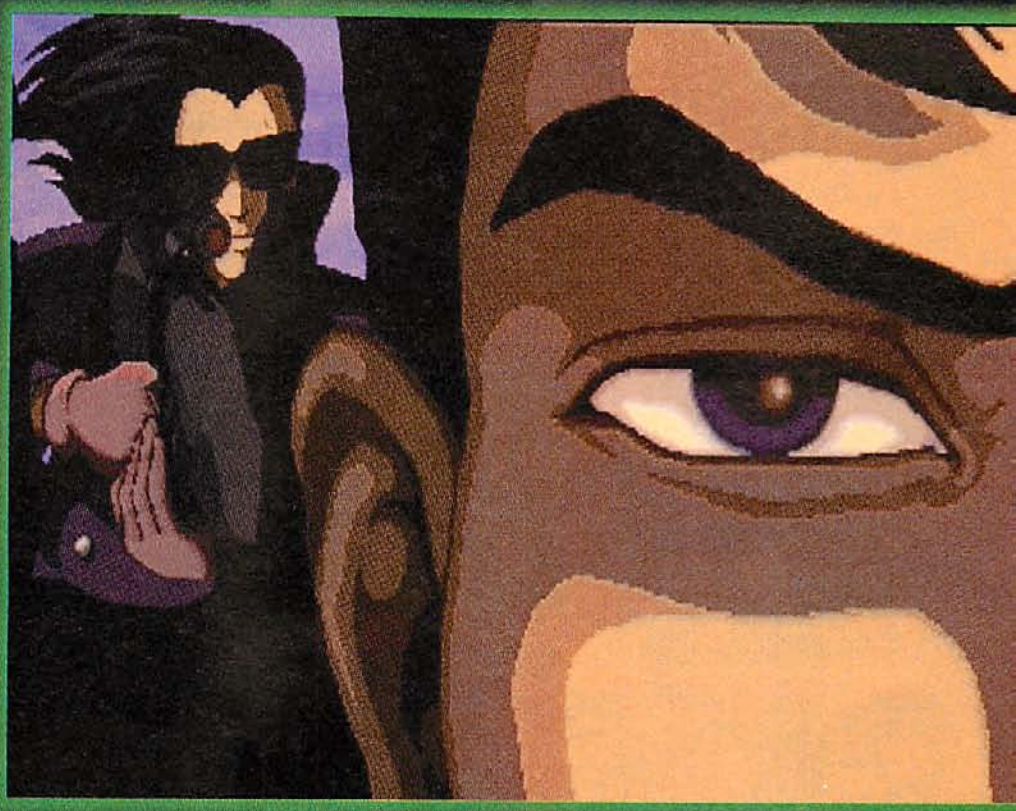
In the end, the graphics, the multi-user play, and, most of all, the mythos, will make this game number one on every space-simmer's wish list.

$54.95, LucasArts, (800) 98-LUCAS, www.lucasarts.com

HUNT

- From the co-designer of *X Wing*™ & *Tie Fighter*™ & the designer of the *Super Star Wars*™ game trilogy
- 50 twisting, turning action-packed sub-missions rife with combat and puzzle-solving objectives
- Dramatic graphics stunningly rendered in cutting-edge "Anime"-style animation
- First person, side-scrolling action in 2 1/2-D combat environments teeming with drug lords, cyborgs and the vilest perpetrator of all
- Written by world-renowned author Orson Scott Card (*Ender's Game, Speaker for the Dead*) this intense plot-within-a-plot storyline comes alive with sizzling dialogue and continuous interactivity between characters
- High-tech crime fighting including DNA analyzation
- Cinematic soundtrack with original music and action-enhancing sound effects





OR BE HUNTED.

It's 2095. You're Neo-Hunter Rick Gage—a human bloodhound hired to track down the killers of a powerful senator. Use your sharp wit and even sharper shooting to navigate the dangerous metropolis of future San Francisco in an action-thriller that embroils you in an underworld of corruption and greed. It's a race against time to track down the powers orchestrating the collapse of the new millennium. All before the hunter becomes the hunted.

NEO HUNTER™







©1996 Virgin Interactive Entertainment, Inc. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd. Microsoft, Windows and the Windows Logo are registered trademarks of Microsoft Corporation

★★★★★!
—Next Generation

Revolutionary!
—Johnny Wilson, Editor-in-Chief, CGW

If a picture is worth a thousand words...



Actual IBM screens shown

POWERED BY XnGine

XnGine®, Daggerfall®, and The Elder Scrolls® are trademarks of Media Technology Limited. Copyright © 1994-96 Bethesda Softworks, a division of Media Technology Limited. All Rights Reserved.

This is the game that hardcore RPG fans have been waiting for since the beginning.
—Trent Ward, PC Gamer Editor's Choice Award

PC GAMER EDITORS' CHOICE

PC GAMES A LIST

COMPUTER GAMES STRATEGY PLUS STAMP OF APPROVAL

COMPUTER PLAYER RECOMMENDED

a thousand pictures create an epic.

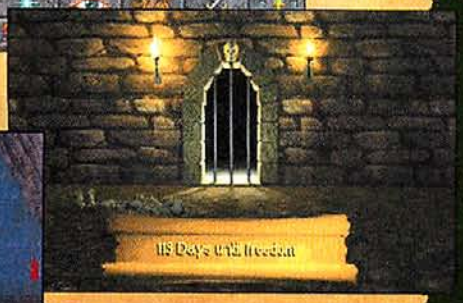
The Elder Scrolls:® Chapter II

DAGGERFALL®

Official Hint Book Daggerfall™ Chronicles Available Now!













OK, You're going to that desert isle, portable PC in hand, crank generator for electricity. You can take one game. Take this one.
—Computer Games Stamp of Approval Award

Daggerfall is the closest thing yet to a fantasy role-player's dream.
—PC Games A List Award Game of the Month



MATURE M AGES 17+ CONTENT RATED BY ESRB

BETHESDA SOFTWORKS™

1370 Piccard Drive, Suite 120, Rockville, MD 20850 • HINTS: 1 800 88-HINTS • BBS: 301 990-7552 • Fax: 301 926-8010 • Website: http://www.bethsoft.com

Circle Reader Service #383

#2: Privateer 2: The Darkening

Take the gritty, futuristic atmosphere of *Blade Runner*, present it in a dark, disturbing and macabre-humorous English style in the vein of *A Clockwork Orange*, throw in a dash of freeform exploration and capitalism from SID MEIER'S PIRATES!—all while wrapping it in space combat a la the WING COMMANDER series—and you have PRIVATEER 2: THE DARKENING. This game takes you into the seedy, corrupt underbelly of the WING COMMANDER universe.

Will you be a legitimate trader, or a risk-taking smuggler? How about semi-honest mercenary, or outright bloodthirsty pirate? Your choice. Will you work for the CI5 secret police or the Kindred, the largest crime syndicate in the galaxy? Perhaps you will work within the thin line that separates both, keeping straight in the middle.



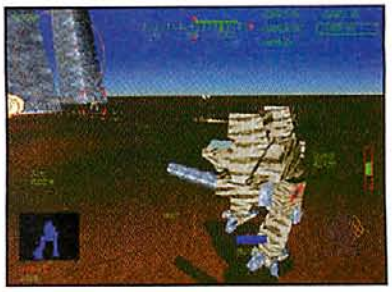
Featuring an engine far more graphically spectacular than that of WING COMMANDER IV (with more detailed ships and impressive light-sourcing), a large expanse of space to explore, and a complex story, THE DARKENING looks like a fantastic game. It retains the absolute freedom of the original PRIVATEER, and adds a rich plot that is vastly improved over the original. And of course you'll find the ubiquitous full-motion video sequences, rendered with typical Origin aplomb.

$TBA, Origin Systems, (800) 245-4525, www.ea.com

#3: MechWarrior 2: Mercenaries

Reviewed in this issue's Simulation section, MECHWARRIOR 2: MERCENARIES is set to end Activision's reign of *BattleTech* games with style. The prequel to MECHWARRIOR 2, MERCENARIES is packed with new enhancements and changes that could make it surpass its predecessor (or successor, depending on how you look at it).

The most visible changes are the texture maps that adorn the many Mechs in MERCENARIES, as well as the landscapes. More subtle improvements include a particle system, an improved physics model and a better night-vision system. Gameplay-related changes include a non-linear campaign, random mission generator, and the heavy use of resource management. With mercenary capitalism being the theme here, expect everything, from repairs to weapons to customization, to cost money.



Perhaps the best feature in MERCENARIES is MERCNET. The new multiplayer engine, MERCNET improves on NETMECH by allowing you to use *all* Mechs from MECH2, GHOST BEAR'S LEGACY and MERCENARIES. It supports the traditional modem and LAN connections, but even more exciting is the built-in support for free play over the Internet. That alone is reason enough to want MERCENARIES.

MECHWARRIOR 2 was the best Space Sim of the past year (and perhaps best ground-based SF sim of all time), and MERCENARIES is a fitting sequel that will be remembered as a classic in its own right.

$45.00, Activision, (310) 473-9200, www.activision.com

#4: Shattered Steel

SHATTERED STEEL, the first effort from developer Bioware, is a mechanized warfare sim with a style of its own. Players assume the role of a mercenary (sound familiar?) who is sent out in the cockpit of a very large robot (called a Planet Runner, but it's a Mech or Herc to be sure) to check out a routine disturbance, only to stumble onto a deadly alien race bent on conquest.

The main stars of SHATTERED STEEL are the graphics and the interface. The aliens have biomechanical constructs, and the beautiful texture-maps laid on top of insect-like models convey this combination of flesh and metal. The interface is also quite simple, thus making the game accessible to novices.



The fast-paced combat combined with the simple keyboard interface will make SHATTERED STEEL a game for players of all skill levels. Also, multiplayer support is built-in, so you can blast your friend's Planet Runner when the AI bores you. SHATTERED STEEL distinguishes itself from the rest of the giant robot games out there primarily with its fantastic rolling voxel landscape, which adds a unique "take cover" factor to gameplay.

$49.95, Interplay, (800) INTERPLAY, www.interplay.com

"Spin, fire, die die die! Nothing beats WingMan Warrior's 360 degrees of pure killing power."

John Romero
Id Software Stud and co-creator of Doom, Doom II, Heretic, Hexen and Quake.



SpinControl™ Technology gives you precise 360-degree spin control for faster turning. Just think where you want to be, and you're there.

Two-handed digital control lets you move around in 3-D games like you're actually there.

4-way hat and multiple buttons eliminate most keyboard commands.

Analog and digital interfaces provide digital serial control in supported DOS games and Windows 95.

Weighted steel base makes sure this baby stays put when you're busy dodging incoming explosive projectiles.

From the world leader in control devices comes the world's best way to play doom style games: WingMan® Warrior. With 360-degree motion and two-handed control, it's the choice of hard-core gamers everywhere. For FaxBack information call: 1-800-245-0000, Document 8112. Or phone 1-800-936-0033. Visit Logitech® and WingMan Warrior at http://www.logitech.com

WINDOWS® 95 COMPATIBLE

LOGITECH

Products people love™

All trademarks are the property of their respective owners.

WAR



SSI

A MINDSCAPE® COMPANY

DREAMFORGE™

Developed by DreamForge Intertainment. WAR WIND is a trademark of Strategic Simulations, Inc., a Mindscape Company. Windows is a registered trademark of Microsoft Corporation. © 1996 Strategic Simulations, Inc. All rights reserved.

WARWIND™

Conflict is the Great Teacher. And the lesson is in real-time!

The ancient, alien world of Yavaun teeters on the brink of anarchy. For centuries, four diverse races have tolerated a precarious balance of power. But a new order is in the wind... one born of blood and fire!



This real-time strategy game lets you carry your eight favorite units from scenario to scenario.



Advanced combat options include stealth movement and bio-mechanically enhanced units.



Play solitaire or choose multi-player and head-to-head play via network and modem.



Online tutorial and pop-up windows help you learn the game quickly.



Check out our website: www.warwind.com

To order, visit your retailer. Or call 1-800-601-PLAY with Visa/MC (North America only).

WINDOWS*95 CD-ROM

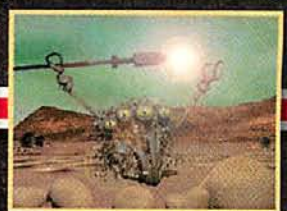
IBM 256-COLOR SVGA DISPLAYS.









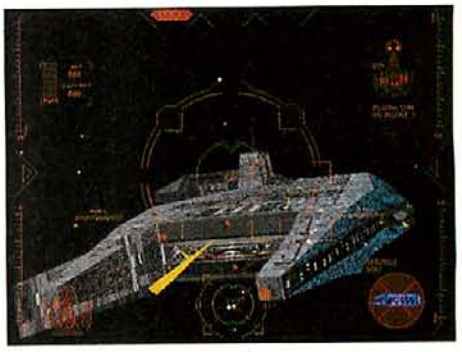


ACTUAL GAME SCREENS MAY VARY.

#5: Wing Commander IV

So you thought that dropping the bomb on Kilrah in WING COMMANDER III ended both the Kilrathi War and the Wing Commander series? Well, the peaceful aftermath has been shattered by the threat of galactic civil war, and that is where WING COMMANDER IV starts you off.

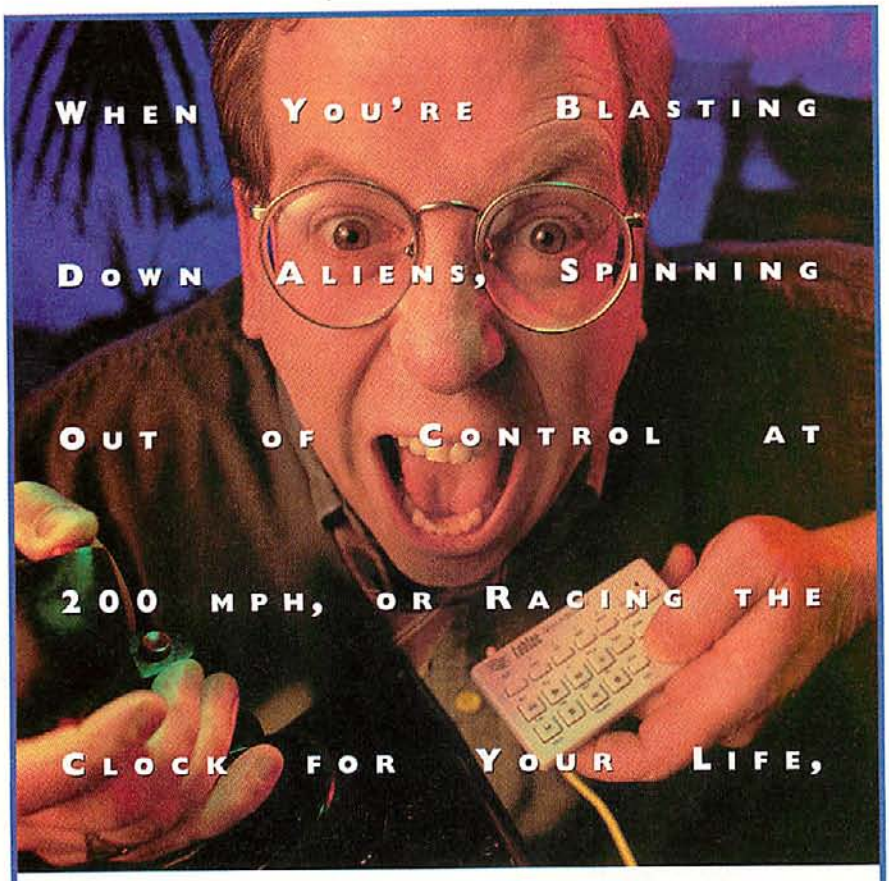
With a retooled engine that allows for better textures and faster load times during space flight, Origin addressed some of the technical complaints about WC III. But the real star of the show isn't the new game engine, it's the plot.



The plot is darker than its predecessor, and it's filled with betrayals and moral dilemmas. A better sense of direction and cinematography in the filming makes WING COMMANDER IV one of the most cinematic games yet.

And what great action! With better graphics, good AI, cleaner sound and impressive special effects, the combat will surely satisfy any space sim fan.

$49.95, Origin Systems, (800) 245-4525, www.ea.com



WHO NEEDS INTERRUPTIONS?

QUICKSOUND™

Why kill yourself just to pump up the bass or silence your enemies? With QuickSound, you'll never have to sacrifice performance—or quit your game—to adjust your PC sound. You get instant control of volume, tone, mix, mute and more, with the touch of a button. Pure power at your fingertips. Because it's true what they say: quitters are losers.



Labtec

Circle Reader Service #262

QUICKMUTE

featuring a mute button for simple, one-touch silence

Labtec Enterprises, Inc. 3801 NE 109th, Suite J, Vancouver, WA 98682 Visit your retailer or go to www.labtec.com

Other Shining Stars

BATTLECRUISER 3000:AD finally shipped at press-time. Given the game's storied history and repeated delays, the program will be one of the most unexpected gifts in your favorite space sim fan's stocking. (But beware of space bugs—see this month's story in "READ.ME"). Other noteworthy space sims on the scanners include WING COMMANDER: KILRATHI SAGA, which includes episodes I through III of the series retooled for Win95—the biggest enhancement being the ability to actually play WCI and II on a Pentium. There is also THE 10TH PLANET, a joint effort by Bethesda and Centropolis Entertainment (special effects whizzes for *Independence Day* and *Stargate*), which Bethesda is pushing as their epic space sim. Unfortunately, that won't be out until early next year.

STAR GENERAL™

The Sky Is No Longer The Limit.

Go where no gamer has gone before – BEYOND PANZER GENERAL™ Volume 4 in SSI's award-winning 5-STAR SERIES,™ STAR GENERAL™ is light-years ahead of its proud ancestor!

5-STAR SERIES

Feel the power of an incredibly enhanced PANZER GENERAL game engine. A Two-Level Combat System that accommodates space combat AND surface combat. Resource management – conquer enemy planets and develop them for your needs. See the beauty of over 90 fully rendered 3D starships, 100+ ground units and multiple planet types. Command a multi-planetary force as you struggle to repel the advances of six alien races. Engage in a variety of wars as any of 7 different races. And be prepared to put in some time! The scope of STAR GENERAL is as vast as space itself – with well over 100 hours of game play. The sky is no longer the limit. So light up the heavens in a cosmic battle for the right to be called STAR GENERAL!







MULTI-PLAYER OPTION FOR WINDOWS 95!

Combo CD-ROM
WINDOWS® 95 & DOS

www.stargeneral.com

TO ORDER: Visit your retailer or call 1-800-601-PLAY.

AGES TO ADULTS

STAR GENERAL is a trademark of Strategic Simulations, Inc., a Mindscape Company. ©1996 Strategic Simulations, Inc. All rights reserved. Windows is a trademark of Microsoft Corp. Developed by Catware.

SSI

A MINDSCAPE® COMPANY



SPORTS

by Jeff "The Sporty Elf" Green

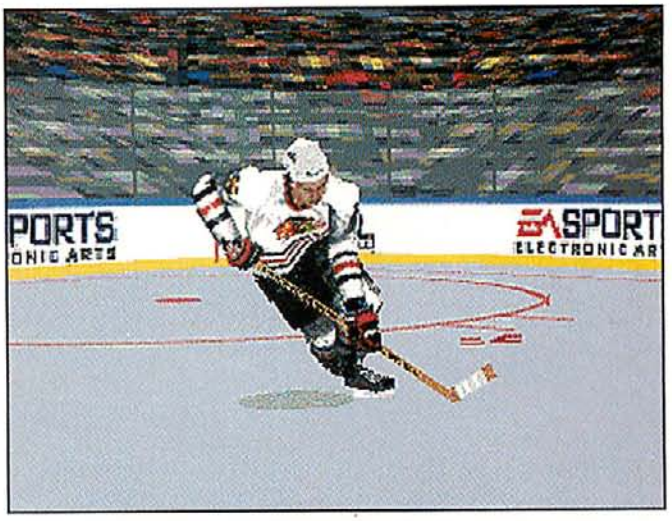
Ah, winter! For sports fans, this is the greatest time of the year, not necessarily because of the sports themselves, but because of the cruddy weather outside, which gives us the best imaginable excuse to park the ol' kiester on the sofa, grab a truckload of chips and flip on a game or three while feeling no guilt whatsoever over neglected responsibilities.

It's also a good time to fire up the PC and give your favorite sports games a go (since actual physical activity would be out of the question in this weather). The great news is that we're right in the midst of a real renaissance in sports games, with better-looking and better-playing games than ever before. Whether it's football, baseball, basketball, hockey or golf you love, there's a game out there to feed your jones. But enough of our yakking. Let's take a look at this holiday's all-star team.

#1: NHL Hockey 97

Welcome to the next generation of PC sports games. EA Sports has long ruled the roost of PC action sports games, and NHL Hockey 97 represents a new pinnacle of achievement, upping the ante not just for hockey games but for all action sports games in general. Even if you think you don't like hockey, you'll want to check this one out, just to see how it looks. Because once you see the motion-captured 3D polygonal players skating around on the ice in this game, you'll never want to go back to a 2D game again.

As with the previous version, NHL 97 offers exhibition, season and playoff games in three levels of difficulty. All 26 NHL teams are included, with up-to-date player rosters and ratings, along with five international teams (Canada, Europe, Russia, Scandinavia and USA). This version can run within DOS or Windows 95, and also supports modem or LAN play for two computers. If you have a Gravis GrIP for each computer, up to eight players can play on the two machines. (Unfortunately, NHL 97 does not support more than two machines, and both computers must have the CD-ROM—this is the game's biggest bummer.)



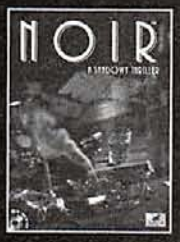
EA has always made their games easy to get into and play, and NHL 97 is no exception. The new setup screens are models of intuitive design, and the two-button controls are easy to master and offer a much greater variety of moves than you might expect. And watching those moves has never been better, with eight camera angles and an outstanding instant replay feature, which lets you focus the camera on any player, the ref, either net, or the puck. Among the great touches you'll notice in this game, if you watch closely, are the reactions of certain players, who will smack their sticks on the ice and even grumble out loud after making a poorly played move or being sent to the penalty box. That's the kind of small but realistic touch that really makes this game so enjoyable.

EA's NHL franchise has always suffered criticisms for its unrealistic AI, and this version is not likely to change the minds of those who could never deal with it. But what EA has always done best is make games that are extremely playable while maintaining the basic feel of the sport. NHL Hockey 97, with its fast-paced action and stunning cutting-edge graphic beauty, might be their best effort to date. See our full review in this issue.

$59.95, EA Sports, (800) 245-4525, www.ea.com

They call this the City of Angels...

but names can be deceiving.



Femme fatales, fedora-wearing henchmen and corrupt city officials — just a few of the unsavory characters you'll encounter in the urban underbelly of 1940 Los Angeles. Journey through unsolved cases ranging from wartime espionage to the underground lairs of Chinatown and seductive excesses of Hollywood — all brought to life in dramatic black and white — as you search to discover the truth behind the disappearance of fellow P.I., Jack Slayton.







NOIR™

A SHADOWY THRILLER

Now available for PC and Macintosh

CYBERDREAMS™

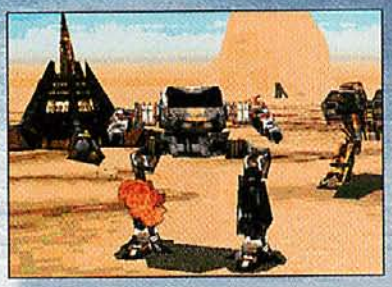
23586 Calabasas Road, Suite 102
Calabasas, California 91302
Telephone (818) 225-1049
web: www.cyberdreams.com

TEEN T AGES 13+ CONTENT RATED BY ESRB

Noir is a trademark of Cyberdreams, Inc. Cyberdreams is a registered trademark of Cyberdreams, Inc.

Circle Reader Service #258

BLINK AND YOU'RE SCRAP METAL.



Eject from your HAWC, steal another. Bot-jacking is relatively legal here.



Wage war in everything from icy tundra to blistering desert. We suggest wearing layers.



Storm the enemy guard towers; try to avoid being turned into a red sinewy pile.



Destroy the enemy's HAWC delivery system and cut down on the number of missiles headed your way.



Communicate with wingmen via radio; share amusing anecdotes about global warfare.

ACTUAL SCREEN SHOTS

BestBuy • CompUSA • Computer City • Software Etc.

©1998 All rights reserved. All products are trademarks and/or registered trademarks of their respective owners.


G-NOME
THE CLASH OF MAN AND MACHINE
G-NOME pushes real-time 3-D action over the edge. On the other side, you'll find tactical weapons of warsh treaded assault tanks, swift hovercraft and massive multi-legged HAWCS. Scramble through more than 20 intense missions. Realistic 3-D graphics slam you into the action. Gameplay doesn't end when your vehicle is destroyed. Eject from one HAWC, steal another and infiltrate enemy lines. Capture a Meson-Pulse Cannon and turn your enemy to scrap metal. And they call this fun and games.
• Command more than 20 HAWCS (Heavy-Armor Weapons Chassis).
• Survey the battlefield from your virtual cockpit with holographic targeting and damage displays.
• Experience the original soundtrack by Emmy award-winning composer Chris Boardman using the superior DirectSound™ audio.
• Join in 8-player network battles.
7th LEVEL.
1-800-556-0307
Download the G-NOME demo at www.7thlevel.com
Circle Reader Service #120

#2: Links LS

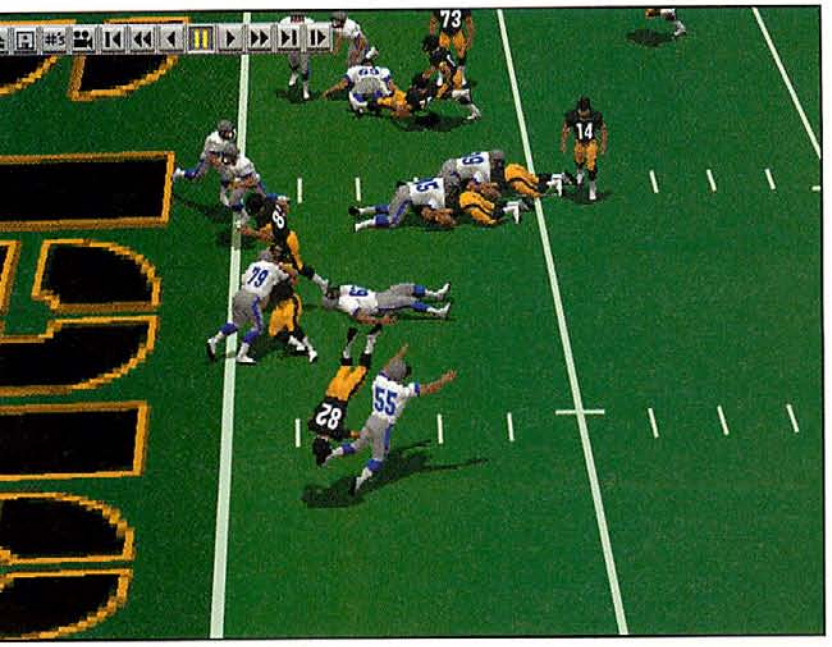


All you need to play golf," says Happy Gilmore, "is goofy pants and a fat ass." The great thing about computer golf is that you don't even need the goofy pants. Thanks to Happy, Nike wunderkind Tiger Woods, and *Tin Cup* babe Rene Russo, golf is hip again—well, sort of—so if you want to be in with the in-crowd, babe, you just might want to take up computer golf. There are a lot of good golf games on the market now, but Access' LINKS franchise has been the game to beat for years. This year's model, LINKS LS, is no exception.

If nothing else, LINKS LS is a beauty to behold. Access has really beefed up the graphics, offering resolutions up to 1280x1024 in 16 million colors or 1600x1200 in 65,000 colors With such graphic power, the three new courses—Kapalua Plantation, the Village Courses on Maui, and Arnold Palmer's Latrobe Country Club—are simply breathtaking (the only downside: very slow screen redraws). The biggest news is that you can finally compete in Stroke Play, Match Play, Best Ball or Skins games against computer opponents—including Arnold Palmer himself. And speaking of Arnie, a separate CD lets golf voyeurs take a virtual tour of the legend's office and library—a nice extra perq.

$79.95, Access Software, (800) 800-4880, www.access-software.com

#3: Front Page Sports: Football Pro 97



In the NFL, the Niners and the Cowboys are the current reigning dynasties. In the computer sports world, that honor belongs to Sierra's FRONT PAGE SPORTS: FOOTBALL line. The latest version of the three-peat CGW Sports Game of the Year award ('93-'95) makes the list because of its heritage, but ranks further down this time because, frankly, we haven't seen it yet. Still, we're talking FPS FOOTBALL here, the best football series of all time, and until a contender proves otherwise, this is still the game to beat.

For the '97 version, Sierra is adding modem and LAN play, adding Windows 95 support, redesigning the play editor, improving the General Manager AI and redesigning its Camera Angle Management System. Because we haven't seen it yet (it should be out by the time you read this), we can't tell you whether these changes will be successful and compelling enough reasons for longtime fans to upgrade, but for new users at least this should be a no-brainer. All the features that have made this game great will be back, including its stupendous career mode, unparalleled statistical model and outstanding on-field action. Will the dynasty continue, or is its time passing? Stay tuned.

$59.95, Sierra On-Line, (206) 649-5862, www.sierra.com

DON'T LOOK BACK. YOU'RE ALREADY IN OVER YOUR HEAD!

Ancient legend and underwater adventure come together in a brain-twisting high tech mystery...

THE SACRED MIRROR OF KOFUN™



The futuristic bridge of the ship is your command center. From here you communicate and launch your explorations.



Angel Shark wet subs stand ready for your adventure.

www.enteractive.com

Visit our website for cool puzzles and prizes!



The waters and islands of Micronesia conceal puzzling ruins and the sunken wrecks of World War II naval battles.

Enteractive™

110 West 40th Street,
Suite 2100
New York, NY 10018
212-221-6559

To place an order call:
800-433-4464



Dr. Luciana Capucci—brilliant biologist and expert in underwater ecosystems.

Future Concept

IDP

jean-michel cousteau productions

Circle Reader Service #127

©1996 Enteractive, Inc. All rights reserved. Enteractive and the Enteractive logo are trademarks of Enteractive, Inc. The Sacred Mirror of KOFUN, KOFUN and Future Concept logo are trademarks of Future Concept. Jean-Michel Cousteau's logo is a trademark of Jean-Michel Cousteau Productions. Co-produced in France by Future Concept, a subsidiary of IDP and Jean-Michel Cousteau Productions, with the cooperation of the National Center of Cinematography and The French Ministry of Industry. Developed by IDP.

#4: NCAA Championship Basketball

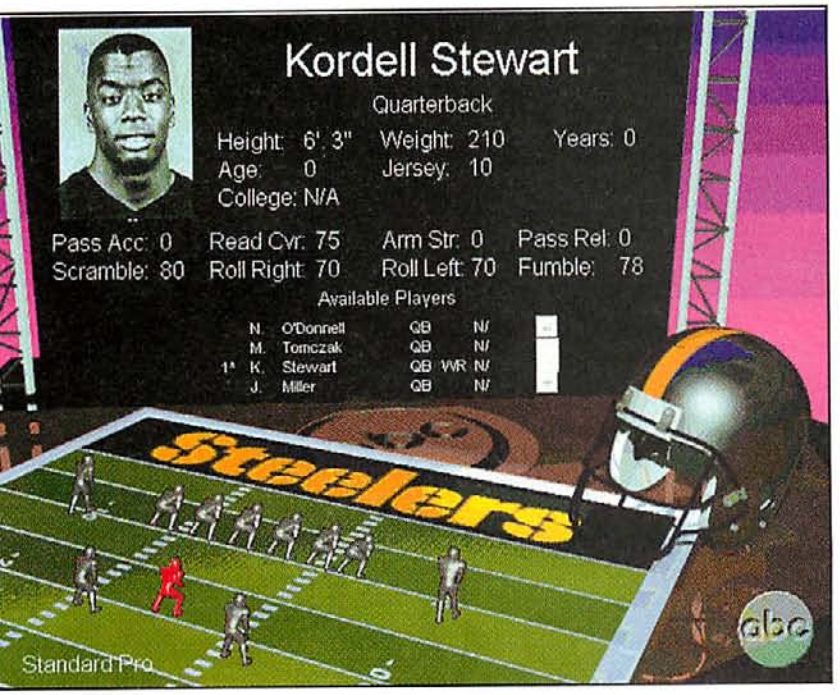


Talk about your hoop dreams. While EA's NBA LIVE franchise has done a good job in the last couple of years of bringing NBA action to the computer screen, the hapless college basketball fan has had no decent game to play (and don't talk to us about COLLEGE SLAM—we said decent). That's why we're psyched about the arrival of GTE Entertainment's NCAA CHAMPIONSHIP BASKETBALL, a game that makes a serious effort at recreating March Madness in all its glory on the PC.

Sixty-four real-life Division 1 teams are included (with accurate real home courts, colors and logos), which you can play in exhibition, regular season, and NCAA tournament mode. What we've been enjoying most are the game's career features. You can compete with other schools to recruit top (fictional) prep stars and then watch them flourish or flounder under your program as you work towards the Sweet 16. On the court, the game's graphics don't match the crispness of Microsoft's new FULL COURT PRESS, but they're not bad; check out the reflection on the parquet, for example, or the fluidity of moves such as behind-the-back passes and alley-oops.

$59.00, GTE Entertainment, (619) 431-8801, www.im.gte.com

#5: ABC's Monday Night Football



Yes, as a matter of fact, we are ready for some football. Sierra's Front Page Sports: Football line is still the game to beat, but this is the year when some serious competition is finally beginning to muscle in. Leading the blitz (now that Accolade's LEGENDS 97 FOOTBALL has been delayed) is ABC's MONDAY NIGHT FOOTBALL from OT Sports. With all of the Disney/ABC money backing this thing up, OT Sports has created a football game awash in multimedia chrome, successfully recreating the glitzy atmosphere of the TV show, right down to commentary by Al Michaels, Dan Dierdorf and Frank Gifford. If that's all this game had to offer, though, we'd respond with a resounding "big deal," because we all know how long that matters. But MNF has the gameplay to back it up. While definitely leaning towards the action side of the spectrum (which will keep it accessible to a wide audience), MNF abounds in nice, surprising touches, including an editable playbook, an easy system for calling audibles, editable stats and a variety of trick plays you can call. Add to that a two-player modem option and Internet play over Dwango, and you have the most exciting rookie player to join this year's computer football lineup. See our full review in this month's Sports section.

$45.00-55.00, OT Sports, (410) 771-8550, www.otsports.com



It's a simulation...

Acclaim
entertainment, inc.


ONICS
40

...of what it feels like to bring 20,000 people to their feet with one hand.

For Shawn Kemp, this is reality. For you... it's larger than life. Like the Reign Man on the rampage, NBA JAM EXTREME is accelerated realism. Basketball through the prism of elevated performance. A voyage into the unconscious. Realism through adrenaline.



AN ALL-NEW 3-D ENGINE!

An all-new 3-D engine networkable for up to 4 players. Motion-captured, polygonal superstars that look better and move more freely then any sports game you've seen before. High-res SVGA graphics custom-optimized for real-time 3-D. Windows 95 Direct X technology. Mean A.I. And stone-cold-killer gameplay that says *you* are the open man and all roads lead to the rim.



PLAYER PERFORMANCE BASED ON THE REAL STATS OF OVER 170 NBA STARS!

NBA JAM EXTREME



JAMS LIKE YOU'VE NEVER SEEN THEM BEFORE!

Looks real. Feels real. Plays a whole lot better.

windows® 95



NETWORKABLE FOR UP TO 4 PLAYERS!

RATING PENDING RP CONTENT RATED BY ESRB

OFFICIAL NBA LICENSED PRODUCT®

i love this stuff!

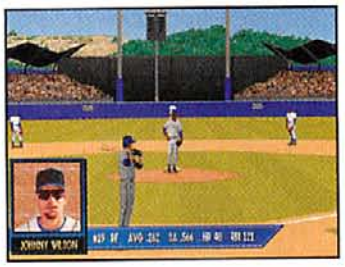
Acclaim® entertainment, inc.

www.acclaimnation.com

The NBA and individual NBA Team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective member Teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 1996 NBA Properties, Inc. All rights reserved. Developed by Sculptured Software. Windows is a registered trademark of Microsoft Corporation. © 1996 Microsoft Corporation. Acclaim is a division and registered trademark of Acclaim Entertainment, Inc. ® & © 1996 Acclaim Entertainment, Inc. All rights reserved.

#6: Tony La Russa Baseball 3: 1996 Edition

On the day this was written, Tony La Russa—after just one season—had taken the St. Louis Cardinals to their first NL East championship since 1987. The man is a winner, and so is the computer baseball game that bears his name. Though the computer baseball scene has been getting mighty crowded of late, in our minds no game has done a better job of simulating the real thing over the last couple of years than the Tony La Russa series, and this latest version continues that tradition.



TONY LA RUSSA BASEBALL 3 96 is pretty much just an update to the previous version, but what it adds greatly improves certain aspects of the game. Along with cleaning up some of the controls in the action mode (still the weakest part of this game), Stormfront improved the game's already outstanding statistical model with new head-to-head pitcher/batter stats and situational batting stats. Those who live and breathe baseball numbers will be in heaven here, especially given the program's easy interface for comparing and juggling player stats. The graphics in this game are beginning to show their age and will really need an upgrade next time, but for now, for those looking for a nice compromise between action and simulation, this is the perfect choice.

$39.95, Stormfront Studios, (415) 479-2800, www.stormfront.com

#8: Full Court Press

Well, this isn't the NBA LIVE killer that some people were expecting, but it's a pretty darn good basketball game nonetheless—from Microsoft of all people—that should at least keep hoop fans happy until the arrival of NBA LIVE 97 next year. FULL COURT PRESS actually does one-up EA's game in a few respects. The game's graphics, while maintaining a similar 2D, cartoony look, are in fact much crisper than in NBA LIVE, making the action much easier to follow. The sound, too, is quite good, with effective play-by-play commentary from Kevin Calabro (announcer for the Seattle Supersonics). A 100-deep playbook is included, with each play diagrammed out, so newbies can visually grasp what a pick-and-roll is—and then test their skills in a noncompetitive practice mode.

Because team performance is based entirely on individuals' ratings, the game has suffered some criticism (from us included) that it unrealistically makes champs out of teams like the Washington Bullets, whose players look great on paper but can't get it together as a team. But since the game's release, Microsoft has done a good job of letting people know online how to tweak player stats for better realism. For the Evil Empire, this is a job well done.

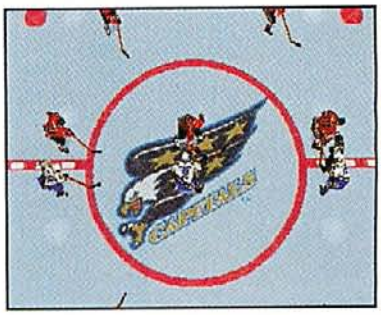


$44.95, Microsoft, (206) 882-8080, www.microsoft.com

#7: NHL Powerplay '96

Released earlier this year, Virgin's NHL POWERPLAY '96 offers an inexpensive, credible alternative to EA's NHL HOCKEY for PC hockey fans. Of particular note is the game's AI—which has always been NHL HOCKEY's weak point. While still essentially an action game (purists should probably just stay away from both games), POWERPLAY impresses with an AI that makes players seem as though they actually know what they should be doing out there, rather than just flying around in a chaotic, pixellated frenzy. The game also includes outstanding GrIP support, offering a level of control as solid as you'll find in console games.

And speaking of consoles, you should be forewarned that while the PlayStation and Sega Saturn versions of POWERPLAY offer outstanding 3D graphics, the PC version is unfortunately 2D only, and it lacks SVGA support as well, making the game look considerably behind the times. Nevertheless, it's half the price of NHL HOCKEY, and some hockey fans actually find it to be the more satisfying game. As Claude Lemieux might say, before bodychecking you to the ground and slamming his stick into your gut: *chacun son gout.*



$29.95, Virgin Interactive Entertainment, (714) 833-8710, www.vie.com

NEXT TIME YOU FIRE UP YOUR PC, DO IT WITH DEADLY FORCE.



You've just been named Guardian of Virtua City – an urban killing zone overrun by sharpshooting criminals packing heavy weaponry and holding hostages. The law and a six shooter are on your side. The odds will never be. Introducing Virtua Squad, Sega's brilliant PC version of its smash arcade shooter Virtua Cop. With non-stop action, it now explodes across your desktop with all the criminal ferocity of its arcade partner in crime. Tweaked with unsurpassed fast twitch response and dynamic 3D environments, the rapid-fire gameplay will leave you drenched in the unyielding onslaught of polygon-based thugs. Think fast or prepare to eat lead.



(888) SEGA-SALES

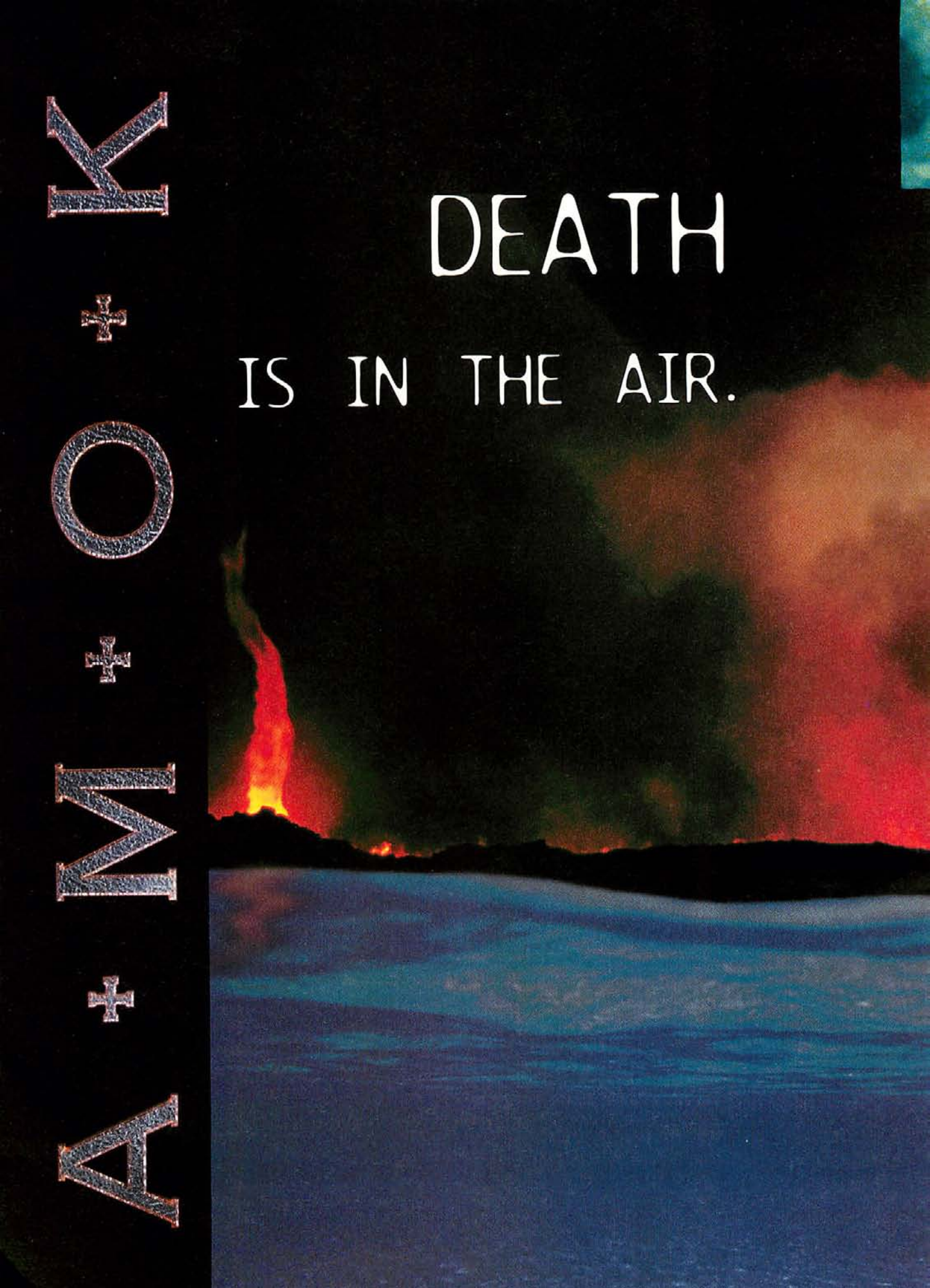
http://www.sega.com/segapc/



TEEN T AGES 13+ ESRB

SEGA® Entertainment Games PCs Play

Sega is registered in the U.S. Patent of Trademark Office. Sega Entertainment and Virtua Squad are trademarks of SEGA. ©1996 SEGA, P.O. Box 8097, Redwood City, CA 94063. All rights reserved.


A ✝ M ✝ O ✝ K
DEATH
IS IN THE AIR.



When you're a weapons manufacturer, peace can put you out of business. So to get profits back up, you've got to incite - and survive - the most grueling battles on land and underwater.

Plenty of different missions, each with a completely new storyline, objective, and opponents.

Your Slambird comes with different features optimized for both land and underwater environments.

Scavenger

GT Interactive Software

www.gtinteractive.com

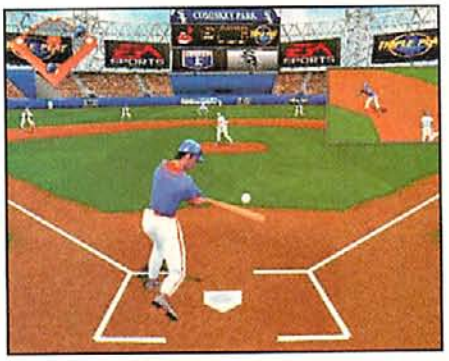
PC CD-ROM

TEEN T AGES 13+

Circle Reader Service #374

Amok™ © 1998 Scavenger, Inc. All Rights Reserved. Created and published by Scavenger, Inc. Distributed by GT Interactive Software Corp. All trademarks are the property of their respective companies.

#9: Triple Play 97



We've already recommended TONY LA RUSSA 3 '96 for the baseball numbers geek, but what about the guy or gal who just wants to get onto the field and whack some balls around? For you, slugger, we heartily recommend EA Sports' TRIPLE PLAY 97, which upon its release instantly claimed the crown of best PC arcade baseball game on the market. Excellent sound and graphics (with the full MLB license), GrIP support for up to six players, and simple controls make this a phenomenally easy and accessible game to play for baseball fans of all levels.

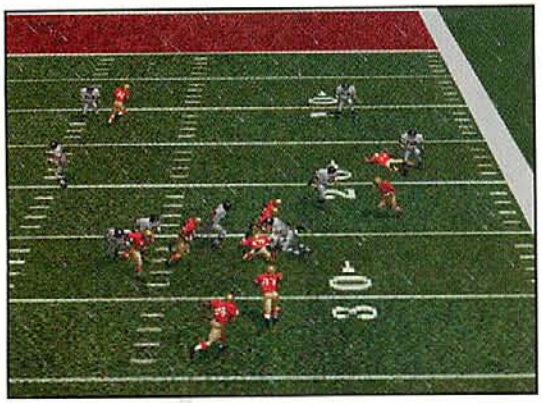
Though certain aspects of the game, like the strike zone, are unrealistic to the point of being ludicrous, consider this: Back in September, we had a chance to watch real-life Padres Tony Gwynn and Wally Joyner play this game head-to-head on a PlayStation, and Gwynn actually had to stop playing, because the realistic feel on the plate was freaking him out to the point that he thought it might affect his timing when playing the real thing. How's that for a recommendation?

$59.95, EA Sports, (800) 245-4525, www.ea.com

#10: Total Control Football

Are you the kind of person who spends more time at work futzing over your fantasy football team than doing what you're getting paid for? Do you find yourself muttering to yourself on the street or the commuter train about the latest boneheaded move made by Al Davis or Art Modell? If so, then you're the kind of sports fan who should get a kick out of Philips Media Games' TOTAL CONTROL FOOTBALL, a game that can best be described as a managerial role-playing game in which you run every aspect of an NFL franchise from the top down.

Developed by BlueSky Software, TCF lets you hire and fire your coaching staffs, scouts, trainers and administrators; woo draft picks and free agents; manage the team's income and expenses; edit your playbooks and game plans; even study X rays of injured players. (The game's one glaringly bad omission: no computer-initiated trades.) You can play football, too, in an arcade module, but this is not the game's strong point, nor is it the reason to buy the game. TCF is shipping as a single-player game, but it will be available next year on the Engage online gaming service, where up to 30 teams will be able to compete in either managerial or arcade modes.



$49.95, Philips Media Games, (800) 883-3767, www.philipsmedia.com

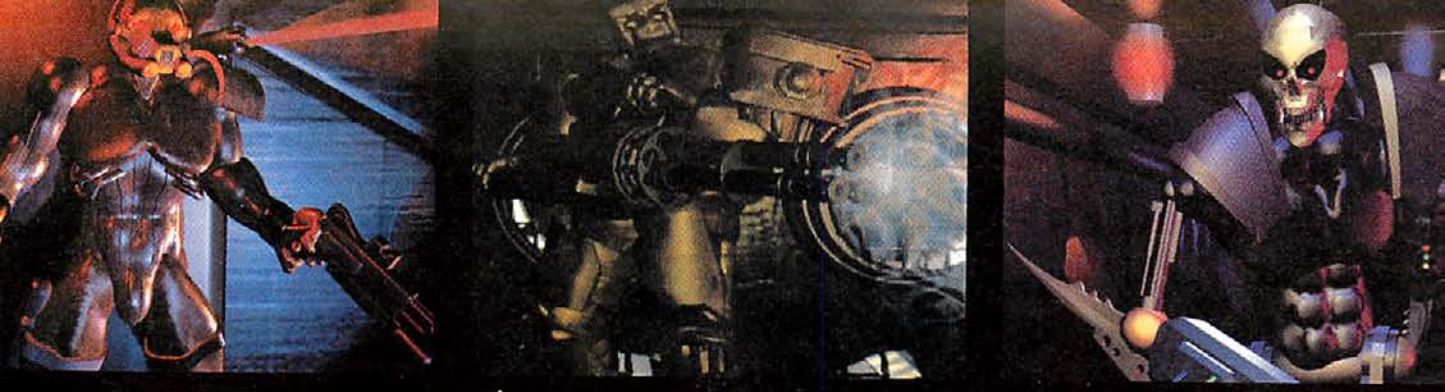
In The Bullpen

Accolade's NFL LEGENDS 97 was the number one entry on this list up until the day this article was due—and then we found it slipping to January, or possibly even to the beginning of the '97 football season, because Accolade decided the new engine needed further refining. Another sure bet for this list, EA Sports' MADDEN NFL 97, is actually out, and we even have a copy, but some major compatibility problems are keeping us from rendering judgment—so we're docking it for now.

On to brighter topics. Three very strong golf titles that are making their way to the stores should all pose a formidable challenge to LINKS LS. Accolade is readying the latest version of its Jack Nicklaus golf line, JACK NICKLAUS FOUR, which features an all-new course architect so users can design their own 18-hole courses. Sierra is expanding its FPS line with FPS: GOLF, due by the time you read this. The game is being designed by LINKS 386 lead designer Vance Cook (a good sign) and will apparently introduce a new golf swing technique using the mouse. Hmmmm. Interplay's VR GOLF is due around January; the early PlayStation version we tested recently was stunning to look at and a blast to play.

Sierra is also set to release TROPHY BASS II, the follow-up to its surprisingly popular fishing simulation of last year, now with competitive play over modem, LANs or the Internet. Other major releases to keep your eyes peeled for in early '97 include ABC Sports' COLLEGE FOOTBALL from OT Sports, Empire's SOLID ICE HOCKEY (rumored to have an outstanding AI), Accolade's HARDBALL 6, EA's NBA LIVE 97, and NFL QUARTERBACK CLUB and STRIKER 96 from Acclaim.

Finally, the Macintosh sports scene has always been a barren wasteland, so we're happy to mention that one game at least has finally made it to that platform: Interplay's VIRTUAL POOL. Okay, so it's "just pool," but it also happens to be the best darn pool game on the planet, and should make a great gift for the hapless Mac sports gamer in your life.



THESE GUYS ARE SO GOOD AT TRACKING YOU DOWN, YOU'LL THINK YOU'VE GOT A HOMING DEVICE SHOVED UP YOUR ASS.

XS

SHIELD UP. FIGHT BACK.

GT INTERACTIVE SOFTWARE

http://www.gtinteractive.com

CD-ROM FOR THE PC.

SCi

RP

© 1996 SCi (Sales Curve Interactive) Ltd. All rights reserved. Distributed by GT Interactive Software Corp. SCi is a trademark of SCi (Sales Curve Interactive) Ltd. SCi is a division of SCi Entertainment Group Plc. EADC. GT and the GT logo are trademarks of GT Interactive Software Corp. All other trademarks are property of their respective companies.



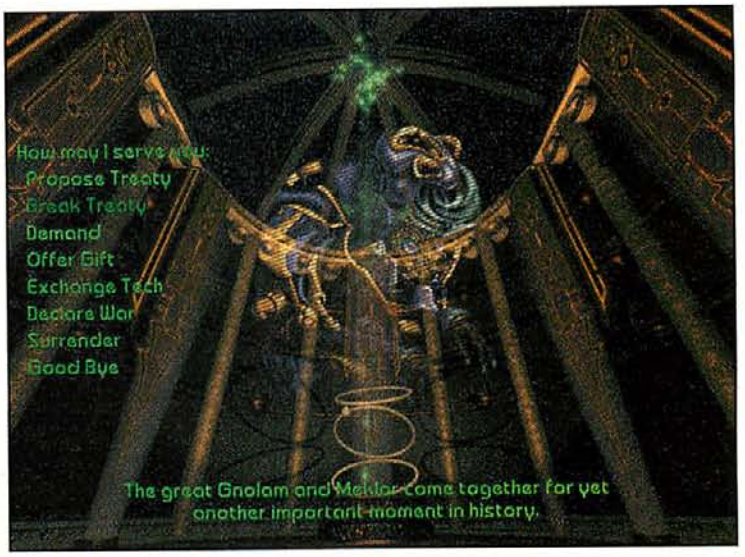
STRATEGY

by Elliott "The Real-Time Elf" Chin

This holiday's lineup of strategy games is among the strongest of recent years. Strategy gamers can expect to play more, and better, sequels, as we see follow-ups to HEROES OF MIGHT AND MAGIC, COMMAND & CONQUER, FANTASY GENERAL, and more venerable games like MASTER OF ORION and LORDS OF THE REALM. Another theme creeping into the strategy genre is real-time combat. WARCRAFT II and COMMAND & CONQUER proved that real-time gaming can succeed, and the popularity of these two games, combined with their earnings, have compelled many publishers to go the real-time route. Yet, though you can expect more real-time games to continue the fine tradition of Blizzard's and Westwood's brood, you will still find excellent turn-based games to excite those of you who like to ponder over your moves and muse on how to slowly take over the universe. Any of these games, real-time or turn-based, would make the perfect gift for you or your neighborhood strategy gamer.

#1: Master Of Orion 2

This is the ultimate game of galactic conquest, and is the only game that can truly claim to be "Civilization in space." As the eagerly anticipate sequel to Master of Orion, Master of Orion 2: Battle at Antares has a lot to live up to, but it wouldn't be the number one game on this list if it didn't have the features and the gameplay to succeed. In this grand game, you guide one budding space civilization from ignorance on its home planet to conquest of nearby star systems and eventual colonization of the entire galaxy. Along the way, you will research new technologies and weapons, manage your



colonies, battle and parlay with new civilizations and boldly explore where you enemies hopefully haven't explored before. Master of Orion 2 also offers a powerful external threat: the ancient and powerful Antaran race, who lurk in the periphery of outer space, waiting to attack you and all the other races. Master them and you will gain new technologies. But beware. They harbor a deep hatred for the residents of your galaxy, and defeating them will be a much harder goal to accomplish them mere conquest of your neighbors.

MOO2 also has a raft of new features, the least of which is an SVGA facelift. Now, you can manage individual colonies in similar fashion to MASTER OF MAGIC or CIVILIZATION. In another nod to their other great creation, MASTER OF MAGIC, SimTex also has added heroes to MOO2, though they add bonus points and abilities to your existing armies rather than supplanting them with near-game-unbalancing power. Combat is also fleshed out, with ship boarding and more involved planetary invasions. New races have also been added, such as the telepathic and aquatic Trilarians, the omniscient warrior women called the Eldarians and the greedy and diminutive Gnolams. MOO2 also lets you customize your race with a large set of advantages and disadvantages.

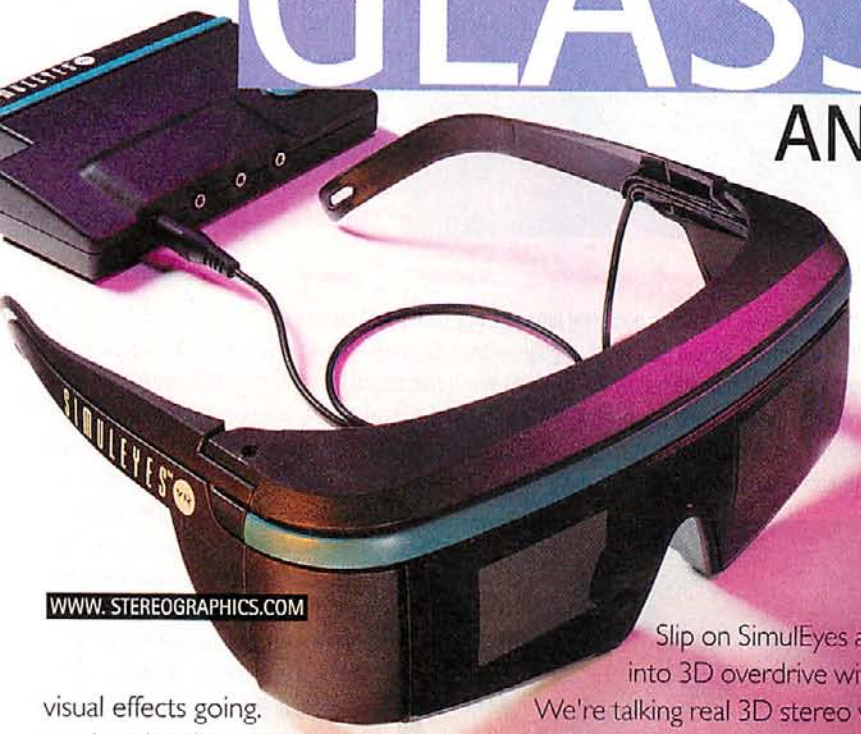
Lastly, perhaps the most important addition of all is multiplayer capability. MASTER OF ORION 2 supports hot seat, null modem, modem, local area network and soon even Internet play through TEN. You simply cannot go wrong with MOO2. As a single player game, this is the ultimate in expansive god games, and with added multiplayer gaming, it becomes a truly addictive gaming experience that will steal your every waking moment just as surely as CIVILIZATION II has.

$60.00, MicroProse, (410) 771-0440, www.microprose.com

ARE YOU THE GAMER YOU THINK YOU ARE?

WHEN THE MISSILES ARE STREAKING RIGHT AT YOUR FACE WILL YOU HAVE THE NERVE, THE REFLEXES, THE INSTINCTS YOU NEED?

PUT ON A PAIR OF SIMULEYES™ GLASSES AND FIND OUT.



"...at last, a 3D gaming system worth buying."
CNET

*"☆☆☆☆ The effect is out of this world."**
ComputerLife

"Simply awesome."
Coming Soon Magazine

"4 schwings out of 5."
Gadget Guru Online



Slip on SimulEyes and slam your gaming into 3D overdrive with the most spectacular visual effects going. We're talking real 3D stereo vision here, no HMDs, no virtual reality, no cyber-sickness. It's 3D so vivid that Interplay™, Nova Logic™, Eidos™ and dozens of other developers are supporting SimulEyes in loads of exciting new games.

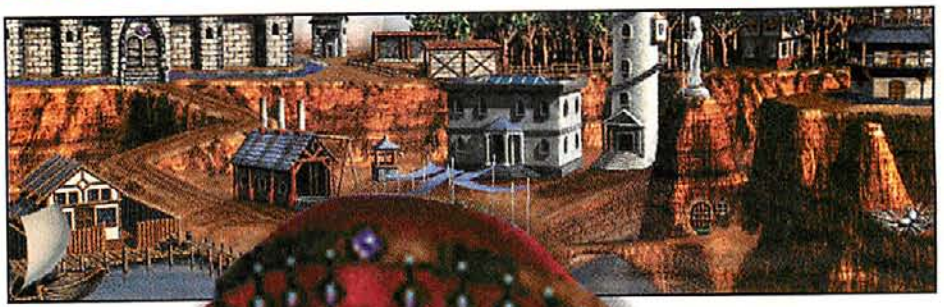
SimulEyes are ultra-light, install in minutes and cost about what you'd pay for three new games. And since it comes bundled with 5 great titles (Descent™ II Test Flight, Slipstream™ 5000, Rise of the Triad™, In Pursuit of Greed: World I, Inc. and Whiplash™ Preview) you'll get weeks of 3D mayhem right out of the box.

To order direct, or to find the SimulEyes retailer nearest you, call **I-800-SIM-EYES.** Then put on your glasses and find out how good you really are.

SIMULEYES™ VR

©1996 StereoGraphics Corporation. SimulEyes is a trademark of StereoGraphics Corp. Interplay, Descent, Whiplash and Slipstream are trademarks of Interplay, Inc. Eidos is a trademark of Eidos Software, Inc. Nova Logic is a trademark of Nova Logic, Inc. Rise of the Triad is a trademark of Apogee Software. In Pursuit of Greed is the trademark of Softdisk, Inc. * Reprinted from ComputerLife, July 1996. Copyright ©1996 Ziff Davis Publishing Company

#2: Heroes Of Might and Magic II





HEROES OF MIGHT AND MAGIC won CGW's Premier Award for Best Strategy Game of the Year because of its simple, intuitive interface, expansive scope and surprisingly addictive gameplay. The sequel, HEROES OF MIGHT AND MAGIC II, has all these features, but it also adds to this foundation to deliver an even better gaming experience. This time around, the campaign is much better integrated, with players having the option of playing for (and later betraying) either the good or evil side. Your success or failure in each scenario will affect what happens in the rest of the campaign. For example, if you successfully save the dwarven kingdoms, you will be rewarded with double dwarven recruitment for the rest of the game. Cut scenes are also being added to the game to enrich the plot of the campaign. The game is further enhanced with a larger battlefield, a new point system for magic casting, two new classes and dozens of new monsters and artifacts. We've played HEROES II, and we can safely say, any strategy gaming fan will be happily addicted to this incredible sequel.

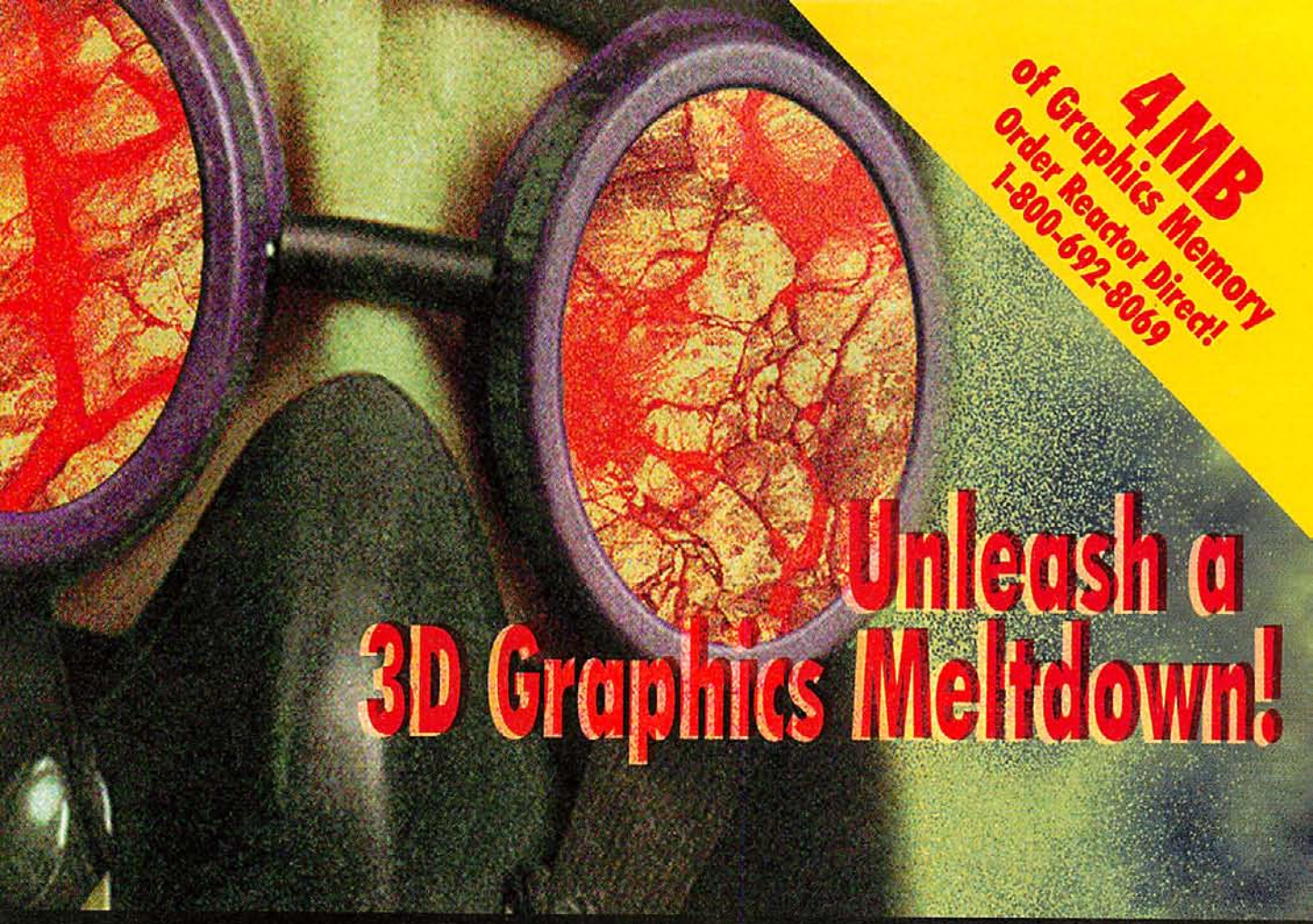
$TBA, New World Computing, (818) 889-5600, www.nwcomputing.com

#3: Red Alert

COMMAND & CONQUER was a good real-time strategy game, and co-winner of our Strategy Game of the Year award. It's sequel, RED ALERT, though, blows C&C away. RED ALERT is actually a prequel, and chronicles an alternate history where World War II was waged, not between the Allies and Hitler, but between the Allies and Stalin. As the Allies, you'll have greater naval firepower, but as the Soviets, you'll have air superiority. RED ALERT offers dozens of new units, including sea and air units for more diverse and complete battlefield engagements. Gamers who bemoaned the AI and pathfinding in C&C will be pleased to know that RED ALERT offers drastic improvements in both areas. The computer is much tougher in RED ALERT, and you can save formations and issue waypoint movement for better control of your armies. Multiplay is also enhanced in RED ALERT, with six-player IPX LAN play, as well as Internet play for head-to-head matches. The graphics are also improved for RED ALERT, with all gameplay rendered in gorgeous SVGA. The strong production values and intriguing cut scenes of C&C return in RED ALERT, and you'll learn more about the formation of the NOD and GDI in RED ALERT's stroyline.



$54.99, Virgin/Westwood, (800) 874-4607, www.westwood.com



REACTOR™ GRAPHICS

Fast action and stunning realism – that's the promise of new 3D games and edutainment software. But if your Super Star Fighter jerks along instead of zooming and your "terrifying" monsters are glaringly pixelated – face it. You're not having much fun.

Don't just play it...Live it!
With a Reactor 3D graphics accelerator on your PC, expect a whole new interactive experience!

Plus IndyCar II® and HellBender™ **FREE!**

BEFORE



IndyCar with SVGA Graphics
Notice the jagged lines and edges and the flat, dull colors. Where's the crowd? What are those blocky things in the background? Are you really into this race?

AFTER



IndyCar with Reactor Graphics
Now you're racing! See the detail on next car. Watch those rearview mirrors – that's real 3D! Notice the crowd in the stands and the mountains in the background. And how about that sky!

Want to know more? Call **800-763-0242** or reach us on the Internet at **http://www.intergraph.com/ics/reactor**.

Intergraph and the Intergraph logo are registered trademarks and Reactor is a trademark of Intergraph Corporation. HellBender is a trademark of Microsoft Corporation. Other brands and product names are trademarks of their respective owners.

Intergraph believes the information in this publication is accurate as of its publication date. Such information is subject to change without notice and is subject to applicable technical product descriptions. Intergraph is not responsible for inadvertent errors. Copyright 1996 Intergraph Corporation, Huntsville, AL 35894-0001.

INTERGRAPH

Circle Reader Service #74

The only way to get more speed, action and response is to



GamePad Pro comes with: thumb-controlled directional pad

Detachable joystick handle

10 independent buttons including four flippers

DOS and Windows®95 DirectInput™ compatibility

Built-in Y cable for two-player action

Easy adaptability for four-player action

Compatible with all games using joystick, gamepad, or keyboard control

Windows95 software for easy assignment of keyboard commands and cheat controls

Easy programmability for keyboard-controlled games

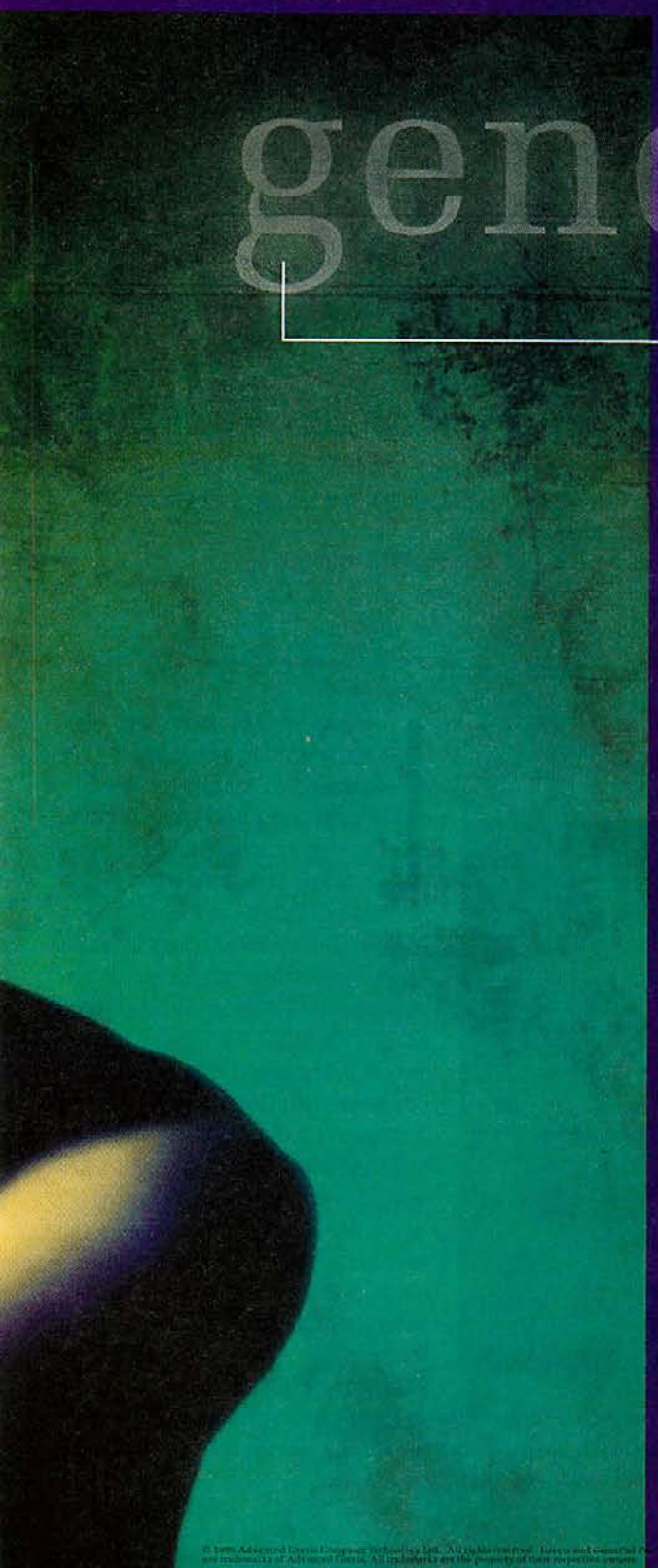
Support for Gravis GrIP™

Self-calibrating

GRAVIS

{ gaming for the 21st century }

alter your genetic make-up.





presenting the new

GamePad Pro

GamePad Pro™ is the next evolution of PC gaming. It has ten programmable buttons. Two-player action. High-speed digital response. And it's compatible with all of your favorite DOS and Windows® 95 games. As well as your existing hands and fingers. It's console action for your PC. It's what you've been waiting for. Check it out today. And start playing games the way they were meant to be played. Get GamePad Pro at your favorite store or call us at 1-800-257-0061.

www.gravis.com

© 1995 Advanced Gravis Computer Technology Ltd. All rights reserved. Gravis and GamePad Pro are trademarks of Advanced Gravis. All trademarks are the property of their respective owners.

Circle Reader Service #352

#4. Star General



STAR GENERAL is the fourth game in SSI's GENERAL series, and looks like the best in the series so far. Based on *The Fleet* anthology, edited by David Drake, the game is an epic space struggle as you guide a race of humans against alien forces in a campaign of space naval engagements. The combat system is an improved version of the FANTASY GENERAL one. One of the most noticeable improvements is the split screen menu, which lets you view both the tactical screen in half-screen and your menus and unit stats on the other half-screen. Some other changes include the appearance of production structures, which must be built in order to support specific types of troops. Terrain, such as craters, and space bodies, like black holes, also affect gameplay, reducing or restricting movement. There are two forms of combat—land and space—as you must conquer each planet after you clear its surrounding space. In this way, you'll go planet-hopping from system to system in the robust campaign. With a great depth of gameplay and many more new features, STAR GENERAL should keep both the GENERAL fans and new strategists well-occupied for weeks to come.

$45.00, Mindscape/SSI, (800) 245-4525, www.ssionline.com

#5: Dungeon Keeper

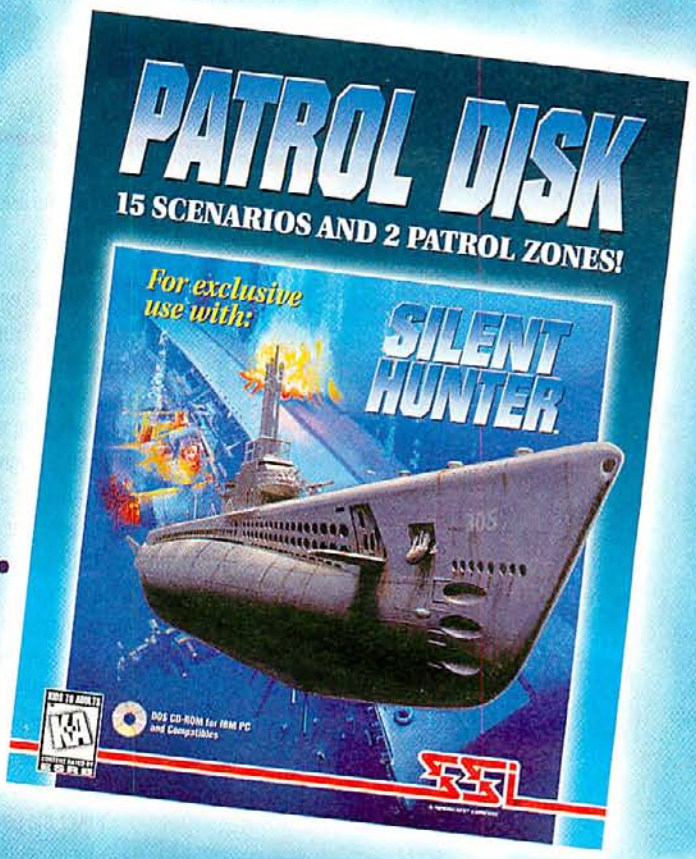


Last year, everyone was hoping DUNGEON KEEPER would be the role-playing game to revive that sputtering genre. This year though, as the game nears completion, its entire focus has changed from role-playing to strategy and action. You still play from the other side, as a villain, the Dungeon Keeper, who must guard his lair from the greedy invasions of paladins and just warriors. It is now a strategy game, though, because you basically dig and modify your dungeon, hunt for gold, build structures as in COMMAND & CONQUER and recruit appropriate monsters, such as dragons or goblins, to defend your lair. You gain extra power for every good soul that you destroy, but also lose power for every one of your minions who is destroyed. You can either click and command them, as in real-time strategy games, or enter the very mind of one of your minions and fight in first-person mode against the oncoming horde of goodie-two-shoes. Once you've managed to fend off the looting masses in one level, you move on to the next. DUNGEON KEEPER will have multiplayer options for deathmatches, and should still captivate gamers with its unique premise and excellent gameplay.

$TBD, EA/Bullfrog, (800) 245-4525, www.ea.com

MORE WAR!

Two new Patrol Zones.
Fifteen new Scenarios.
For exclusive use with SILENT HUNTER.™





SPECIAL OFFER:
MONEY BACK!
SEE BELOW

"...well crafted, with superb simulation of the sub's equipment and posts."
–COMPUTER GAMING WORLD

"...the best submarine game in town."
–PC GAMER

TO ORDER: Visit your retailer or call 1-800-601-PLAY with Visa/MC (North America only).

SILENT HUNTER is a trademark of Strategic Simulations, Inc., a Mindscape Company.
©1996 Strategic Simulations, Inc.
All rights reserved.

DOS CD-ROM **www.ssionline.com**

SSI®
A MINDSCAPE® COMPANY

CUT HERE!

SPECIAL OFFER — UP TO $15 OFF!

Receive a $5 refund when you buy the SILENT HUNTER PATROL DISK for use with the complete version of SILENT HUNTER. Plus, receive a $10 refund when you buy the complete version of SILENT HUNTER — a savings of $15 when you buy both!

To receive your refund, return this portion of the ad with your ORIGINAL UPC bar codes from each box and your DATED sales receipt(s). Send these items along with your address (printed legibly on a 3" x 5" card) to: Silent Hunter Rebate, P.O. Box 1124, Grand Rapids, MN, 55745-1124

Products must be purchased between October 1 and December 31, 1996. Refund requests must be RECEIVED by December 31, 1996.



#6: War Wind



Those who like real-time combat are sure to enjoy SSI's first real-time wargame, War Wind. It has a fantasy feel similar to that of WarCraft II, and yet it's different enough to more than hold the attention of the curious. War Wind offers not two, but four races to choose from, and each race is different, with varying strengths and weaknesses. You can play as the reptilian Tha'Roon, who are fighting to maintain their rule over the other races, as the warrior Obblinox or plant-like Eaggra, who are both trying to break free from their Tha'Roon masters, or as the contemplative Shama'Li, who fight to join all races into one. The campaigns for each race are different, and the continuity of the campaign is much tighter than in other real-time games since you can carry upgraded troops and heroes with you from scenario to scenario. Like WarCraft and C&C, you must harvest resources and build structures and then train units. However, there are enough fresh differences in both the gameplay and the unique races to captivate real-time warriors looking for a new battlefield.

$45, Mindscape/SSI, (800) 245-4525, www.ssionline.com

#7: Lords II



Lords of the Realm II, by Sierra, is the follow-up to Impression's old and honored strategy title, Lords of the Realm. Lords II deposits you in beautiful, old SVGA England, as the lord of a British Duchy. Your task is to manage your fief, build an army, appease your serfs and increase your wealth and production. Of course, your ultimate goal is the coveted Crown of England, and to that end, all your management and expansion is geared towards destroying your neighbors in warfare and seizing their holdings. Combat in Lords II is real-time, with an interface much like Command & Conquer's. There are separate battles for field engagements and castle sieges, where you must scale walls as boiling oil is poured upon your advancing troops. Best of all, Lords of the Realm II has multiplayer gaming built-in, with support for up to 4 players over a LAN. With an extensive, yet easy to learn, menu of options for developing your counties, economy and armies, Lords II has much to offer those who would be King.

$54.95, Sierra, (800) 757-7707, www.sierra.com

#8: Deadly Games

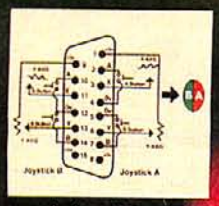


Jagged Alliance was a wonderful tactical strategy game that didn't quite get the attention it deserved, largely because X-Com stole its thunder. Yet, those who played it recognized an excellent strategy game, with a squad-level combat engine for commanding teams of mercenaries and quite a few role-playing elements that spiced up the gameplay. Each mercenary in the game had a distinct personality and skill level. Deadly Games isn't exactly a sequel, since it has the same VGA graphics and interface, but offers enough to make it an outstanding product worthy of any strategy gamer's hard drive. Sir-Tech's Deadly Games has a new campaign for Jagged Alliance veterans, a dozen new mercenaries and also provides a scenario editor so you can create you own missions, Best of all, though, the game has multiplayer capability, which lets you play over modem or local area network. A nice bonus is that the game also comes with an extra multiplayer CD so you can play two-player games immediately with a friend.

$55.95, Sir-Tech, (315) 393-6633, www.sir-tech.com



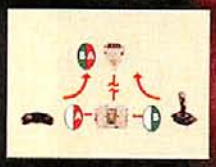
AlfaTwin



Due to the design of the game port, the IBM PC supports two joysticks (A & B) Each with two firebuttons only. Four button joysticks, and joysticks which have throttle and ruddor control or coolie caps, make use of the second joystick (B) controls.



At „one player mode" the AlfaTwin allows you to switch between two joysticks, with all the functions supported, by simply pressing the fire button of the joystick you wish to use.



At „two players mode", both joysticks can be activated at the same time for two-player-games. However the advanced functions of the joysticks are not supported.



You can cascade up to three AlfaTwins with four different joysticks for your free selection. Moreover, the six feet long cable brings the AlfaTwin round to the front of your desk, freeing you from the hassle of plugging/unplugging your joystick from the back of the computer.

„One of the most annoying problems of the PC has finally been solved!"
PC Player 7/96

Introductory Price $24.95

Other Alfa Data Products



AlfaCrystal
Crystal Trackball



AlfaPilot-Plus
Flight Simulation York



AlfaCommander-Pro
Programmable Joystick



AlfaDread
6+2 Button Joypad

Joystick specialist's comment:

„Just to let you know that the AlfaTwin Joystick-switch arrived intact. At this moment I have connected 7 (!) joysticks to the AlfaTwin :-) and it works perfectly...

Computer - - - AlfaTwin
- Gravis Phoenix
- Gravis GrIP
- Gravis GamePads

This all works without having to pull out all the cables, einfach wunderbar! I cannot say anything else as „Congratulations with a very nice product."
With kind regards, Edu Oskam „Technical Support Specialist", (Gravis Europe/Holland)

Alfa Twin press comments:

England
„This is an auto-switch and two-player adapter for any two 15-pin controllers...in auto-switch mode all the advanced controlls, such as hats, are available. It costs less than 20 pounds..."
(Gold-award, PC Format 9/96)

„There is no need to install drivers or fiddle around inside your machine ... it is almost too simple...AlfaTwin does its job and adds a whole new dimenesion to ... gaming. Very useful..."
(Best Buy, CD ROM today 6/95)

Japan
„For the PC, to become a popular game hardware...it is also indespensable to be played with two players. It is no fun to play with pad vs keyboard. Now we can use AlfaTwin..."
(DOS/V 3/96)

Germany
„Due to simple „Plug and Play"-installation and the low price of DM 39.– this useful product recommends itself for every ambitioned PC-player."
(PowerPlay 9/95)

„Germany
One of the most annoying problems of the PCs is finally solved... the 40 Mark device fulfills so many funktions, that you cannot live without it after only a few minutes of use."
(PC-Player 7/96)

„The new magic word for two-player- games is 'AlfaTwin'..."
PC-Spiel 6/96

„Indespensable for powerplayers"
(PC Games 9/96)

Germany
„Simply ingenious is the joystick-adapter 'AlfaTwin' from the same manufacturer. For only around DM 40,– you even get an intelligent joystick-adapter for two players...outstanding useability, a very good price-performance ratio and perfect functionality are the hallmark of 'AlfaTwin' and make it almost indespensable for a PC player"
(PC Action 8/96)

Circle Reader Service #37

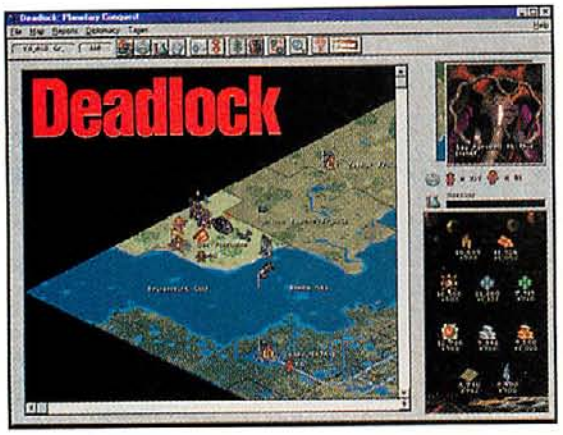
ALFA DATA **CWC Group, Inc.** • Visit your local store or call

USA: CWC Group, Inc. • 290 Paseo Sonrisa, Walnut, Ca 91789 • Tel: (909) 598-9366 • Fax: (909) 598-8046
Head Office: ALFADATA Computer Technic Corp. • Taipei, Taiwan • Tel: 886-2-788-5775 • Fax: 886-2-788-5791
Europe: AB Union GmbH, Deutschland • Tel: 49-89-321-1033 • Fax: 49-89-317-4957

Patent Pending

See us at COMDEX/Fall

#9: Deadlock



Accolade's DEADLOCK is a new franchise, but a familiar refrain. You play one of seven races who must vie for control of a single planet's resources. The stakes are high, though, for whoever controls the planet will have free reign to conquer the universe. The aliens have rich backgrounds and unique personalities, and the diplomacy model is impressive, with options for taunts, boasts, trading and espionage. Like any good sci-fi strategy game, DEADLOCK offers a well-detailed technology tree for researching ghastly new weapons and beneficial new developments, territory management and city building, combat and exploration. Though the gameplay tends to wear thin over time in a single player match, DEADLOCK is incredibly fun when played multiplayer, over modem, local area network or the Internet.

$59.99, Accolade, (800) 245-7744, www.accolade.com



Other Gift-Giving Strategies

Two more strategy titles also deserve mention for this holiday season. GENE WARS, by the folks at Bullfrog, is a humorous and strange take on real-time wargaming. A mix of COMMAND & CONQUER and *Lost in Space*, you must lead a group of aliens as they build structures, tag and research alien lifeforms and re-engineer their genes to create new armies of workers and troops. While researching these animals and plotting to conquer the other races in the galaxy, you also have to put on a peaceful show for a mysterious race of aliens who patrol space in classic 1950's styles flying saucers. Another interesting real-time strategy game, called DARK REIGN, comes by way of Activision. With much smarter AI, terrain effects, intelligent pathfinding and the ability to set waypoints and formations, DARK REIGN looks poised to captivate the real-time crowd.

#10: WarCraft BattleChest



For those few deprived souls who have yet to play the best-selling, real-time strategy game, WARCRAFT II, Blizzard is releasing a special holiday bundle called THE WARCRAFT BATTLECHEST. The perfect gift for WARCRAFT fans and newcomers alike, BATTLECHEST offers the original WARCRAFT: ORCS VS HUMANS, the sequel WARCRAFT II: TIDES OF DARKNESS, and the BATTLECRAFT II EXPANSION SET, all on a single CD. The CD is a hybrid Windows 95 and Mac disc, and will be the only opportunity for Mac gamers to get their hands on the EXPANSION SET. For the few gamers who haven't played WARCRAFT, or for strategy newcomers, BATTLECHEST is the perfect gift. Those who already own WARCRAFT II might want to forego this game, but then again, if you've played WARCRAFT II and not WARCRAFT, this would be a good bundle to buy.

$70.00, Blizzard, (800) 953-SNOW, www.blizzard.com

Sierra makes stuff for all kinds of game players.







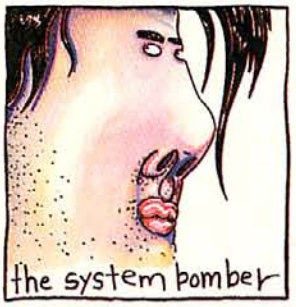














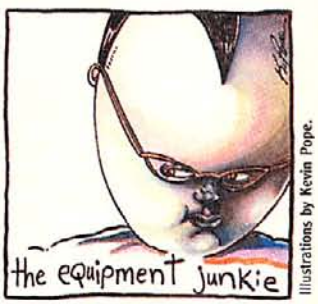








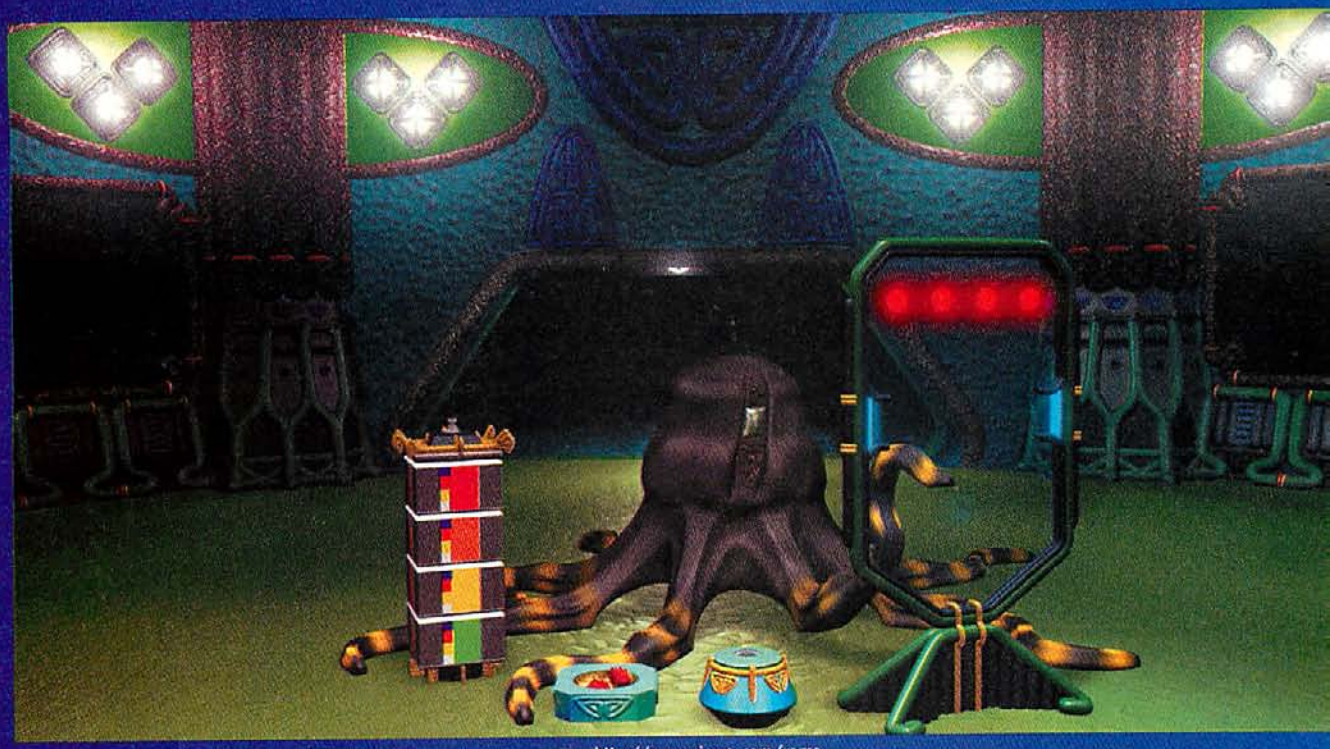




Illustrations by Kevin Pope.

So which kind are you?

Circle Reader Service #202



http://www.sierra.com/rama

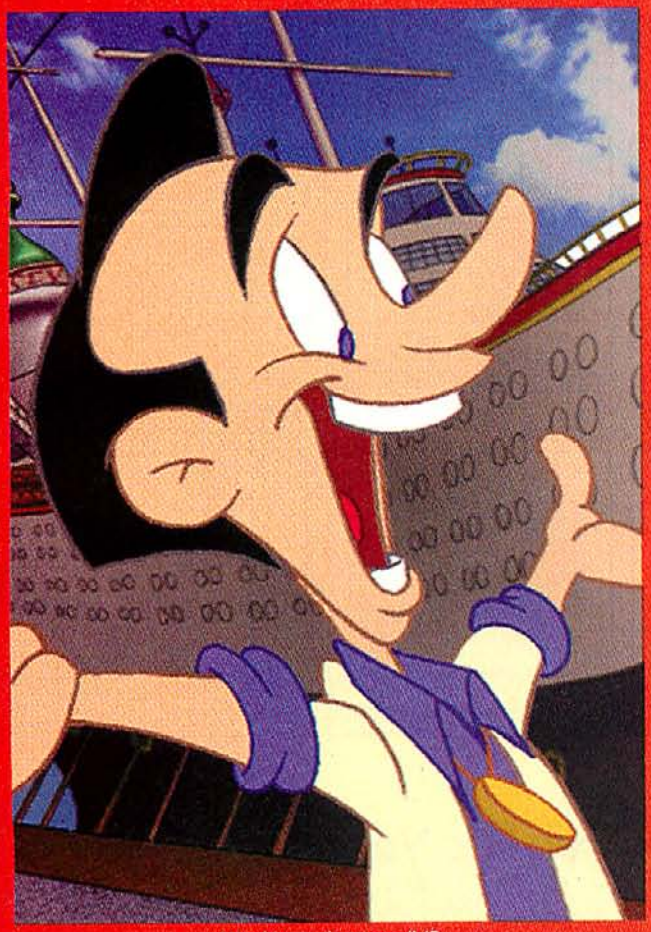
RAMA™

When Arthur C. Clarke, one of the greatest visionaries of all time and author of *2001: A Space Odyssey* combined forces with Gentry Lee to write the book RAMA II, it was bound to be an extraordinary experience. No less so is the game based on their sci-fi masterwork. Aboard a great interstellar ship, you'll find a world so vast, that exploring its complex secrets and mysteries will stretch both the limits of time and your mind. At first you will wonder: what goes on here? who can be trusted? where is the danger? But, as you decrypt the language of octospiders and avians, and survey the riddles of this 30-mile long spaceship, you will be drawn in to play the role of savior.



Not for The Weak-Willed or The Faint of Heart. But, definitely for The Adventurous Devotee of Sci-fi.

WIN 95 DOS



http://www.sierra.com/lsl7

LEISURE SUIT LARRY®

Attention Party Animals: He's back. He's balding. He's as desperate as ever. Yes, from the wacked-out mind of Al Lowe, comes the latest miss-adventure of Leisure Suit Larry, *Love For Sail.*™ In this politically-incorrect bikini-watch, you're given the dubious task of helping Larry cavort his way through salty puzzles and brain teasers in quest of the ultimate, uh, well, uh, you figure it out. Guaranteed to peg your laugh meter. But then what would you expect from a CD game with Scratch 'n' Sniff?

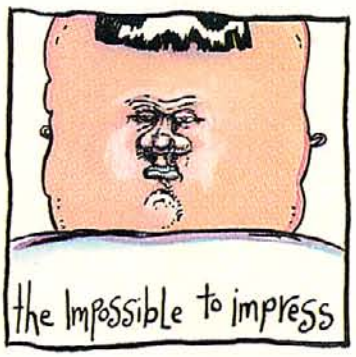


WIN 95 WIN DOS

SIERRA™

Sierra Adventure Games: Ideal for





and





PHANTASMAGORIA® II

Roberta Williams' *Phantasmagoria* terrified and captivated more than a million horror and mystery lovers as one of the unqualified successes of the past year. Now the terror is back, intensified and more controversial than ever in an all new story, *A Puzzle of Flesh*.™ A game that will appeal to The Steel-Nerved, this richly woven tapestry of psychological horror pulls no punches. The scenes are often all too graphic, the fear you'll feel will be all too real. Fortunately, the designers have thoughtfully provided a password-protected way to set the level of intensity, should this game be a little too much for some members of your family. Or, perhaps, even you.

RATING PENDING RP

WIN 95 DOS MAC



http://www.sierra.com/phantas2

Buy 2 Sierra CDs and get a 3rd free and enter to win a $5,000 home theater PC

See mail-in cards or call 1-800-757-7707 to order direct.

© 1996 Sierra On-Line, Inc. ® and or ™ designate trademarks of, or licensed to Sierra On-Line, Inc. All rights reserved.



http://www.sierra.com/fb97

FRONT PAGE SPORTS®: FOOTBALL PRO™'97

When COMPUTER GAMING WORLD says you're the "Sports Game of the Year" three years in a row, you better come back with something spectacular for year 4. Done. The '97 version of *Football Pro* adds network and modem play, so if you're one of The Keenly Competitive, you can get even with The Insufferable Braggarts, no matter where they live. The fantastic motion-captured graphics are better than ever, too. Same goes for the exclusive CAMS™ system that lets you scope out the action from any spot in the stadium. Add in all the NFL teams, players and current stats and it looks like a "four-peat" could be on the way this season.



Officially licensed product of the NFL and NFL Players. Copyright 1996 Players Inc. Team names, nicknames, logos and other indicia are trademarks of the teams indicated. Super Bowl and the NFL are registered trademarks of the National Football League.™/© 1996 NFLP.

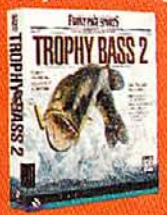
WIN 95



http://www.sierra.com/tbass2

FRONT PAGE SPORTS®: TROPHY BASS™ 2

Are you The Fishing Fanatic on your block? Well, even the most maniacal can't be on the lake all the time. But now you can sit at the keyboard and do your fishing with *Trophy Bass 2*. You get to chew over the weather, water temperature, the season, and time of day to choose the right tackle. Then, pick your spot on one of 10 bass-packed lakes, and make just the right moves to cast where bubba's hiding out. Here's another exclusive angle: You can go on-line to challenge other cyberanglers head-to-head in a bass tourney.



WIN 95 WIN

Sierra Sports Games: Made with

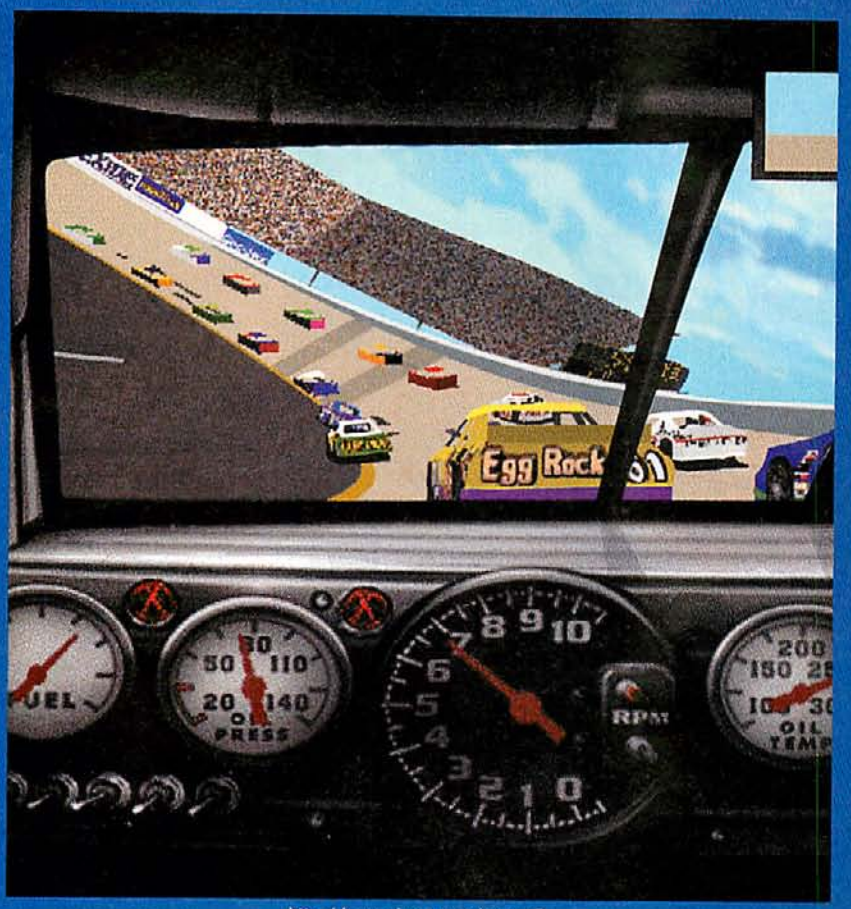




and



SIERRA™



http://www.sierra.com/nascar2

NASCAR® RACING 2

What do you get when you take the most popular racing game ever made (the one PC GAMER called "the best racing sim ever made," and the only one licensed by NASCAR) and tell the pit crew to do a major overhaul? You get a game with '96 cars and 16 Nascar Winston Cup circuit tracks. You get 8-driver network play, a faster frame rate, and a new arcade mode that helps you start driving faster. Another most cool addition: simulated spotter and crew chief communications so you'll know who's on your tail and when it's time for new rubber. Is there a better game for The Avid Lover of Realism and Racing? Negatory.

NASCAR® Racing 2 is officially licensed by NASCAR. The name and likeness and marks of the #3 GM Goodwrench Service stock car and the Dale Earnhardt name are licensed with Dale Earnhardt, Inc. The right to use the name, likeness and image of the Hendrick Motorsports Car #5, Kellogg's Racing and Terry Labonte are granted under license from Hendrick Motorsports. Tide and Tide the Logo are registered trademarks of Procter & Gamble and may not be used without written consent of Procter & Gamble. Procter & Gamble has licensed these rights to Papyrus Design Group's name. Name and likeness of the #10 Tide car is used under license with LCR, Inc. The right to use name, likeness and image of Hendrick Motorsports car #24 DuPont Automotive Finishes and Jeff Gordon are granted under license from JG Motorsports, Inc. The name of Johnny Benson, the name, marks and race car design of Bahari Racing's #30 car including the trademark of Pennzoil Company, are used under license with Bahari Racing and Johnny Benson.



NASCAR Racing is also available for Mac and the PlayStation™ game console.

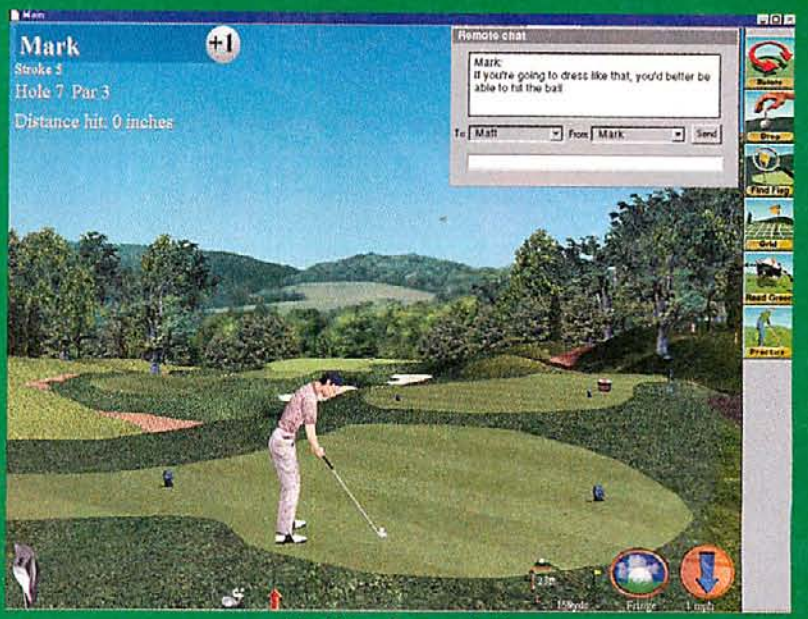
DOS

FRONT PAGE SPORTS®: GOLF

What does swinging a golf club have in common with clicking a mouse? If you ask us: nada. That's why we invented TrueSwing™. You pull the mouse back for your backswing, then thrust it forward for your shot. Now we're talking golf. We're also talking down-to-the-inch realism on the world-class courses you'll play and the 3D animated golfers you'll watch. And, thanks to network play, you can hit the links with up to 255 of your closest friends. Anything else? Yes. This game was designed by Vance Cook, the genius behind the original Links 386. So, basically, it's the golf game to get if you're The Settle-For-Nothing-But-The-Best kind of gamer.



WIN 95



http://www.sierra.com/golf

Buy 2 Sierra CDs and get a 3rd free and enter to win a $5,000 home theater PC

See mail-in cards or call 1-800-757-7707 to order direct.

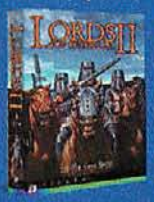
© 1996 Sierra On-Line, Inc. ® and or ™ designate trademarks of, or licensed to Sierra On-Line, Inc. All rights reserved.



http://www.sierra.com/lords2

LORDS II

The original *Lords of the Realm™* was named "Best Historical Simulation" by PC GAMER. Now they say this all new sequel, "combines the best of two worlds," referring to the real time battles and the turn-based strategy game that is *Lords II*. In other words, you can lay siege to your opponents with catapults, flaming arrows, pikes, maces, and the ever popular boiling oil.



But, first, you need to come up with a brilliant strategy for managing your lands and serfs. Build up a strong kingdom and it's plunder time. Play up to three others head-to-head via modems and networks, then watch those head-to-heads roll.

WIN 95 DOS

TEEN T AGES 13+



http://www.sierra.com/cyberg

CYBERGLADIATORS™

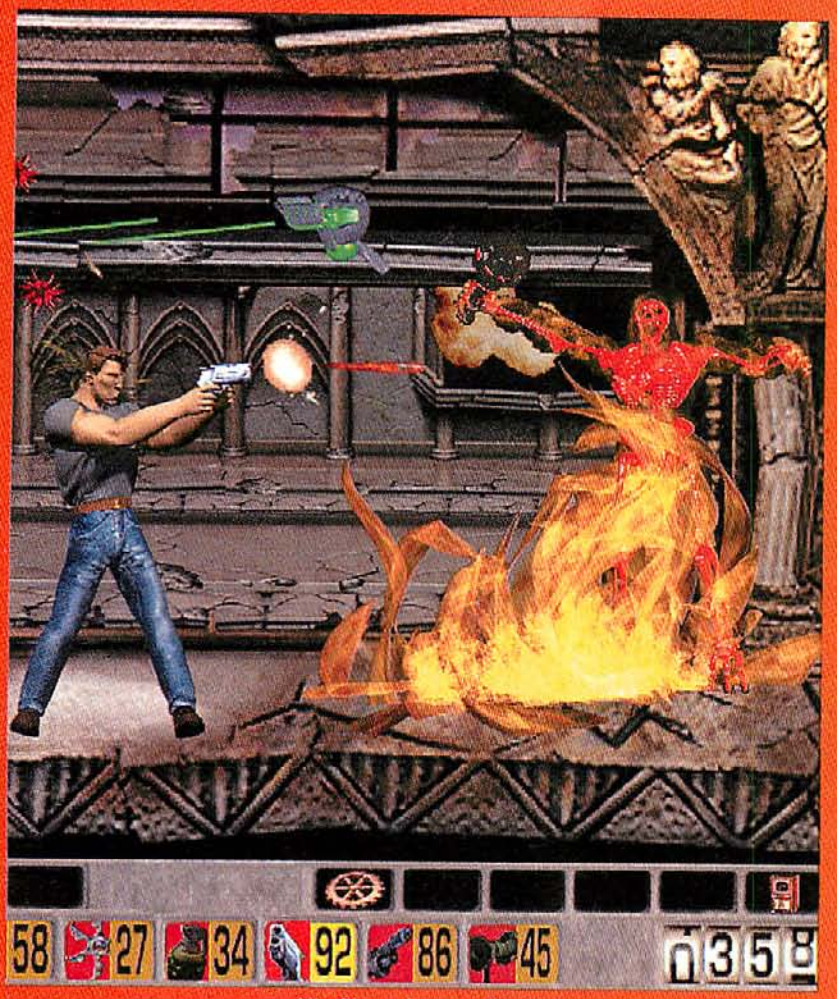
What's 12-feet tall, weighs 3½ tons, is made from toxic waste and military wreckage, and is capable of kicking your sorry butt into next Tuesday? Duh. They're *CyberGladiators*– the most aggressive, unpleasant, and downright vicious opponents ever to appear on a PC monitor. You can interrupt and change moves on the fly (a first). Plus you can kick your opponent's head off and watch his lifeforce ooze away (another first in computer gaming, and in civilization in general). Ideal for The Manly-Man. Not recommended for anybody who goes by the nickname "Wuss."



WIN 95

TEEN T AGES 13+

SIERRA™



http://www.sierra.com/hunter

HUNTER/HUNTED™

Take a deadly arsenal, a computer, a couple of life forms, and then put the whole works on bovine steroids and you've got the idea behind the furiously paced *Hunter/Hunted*. You can be the "hunter," a two-horned monster having a serious bad-hair day, or the "hunted," a human who does not think it is fun to be placed in a life-and-death battle simply for the amusement of a race of super-aliens. You'll encounter flesh-eating tunnels and booby-trapped sewers in the first PC game that lets you fight head-to-head with a split screen so you can keep a blood-shot eye on your nemesis.



WIN 95

TEEN T AGES 13+

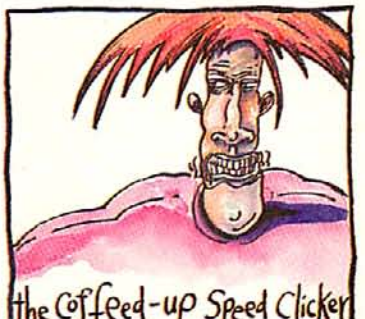


Sierra Action & Battle Games: They're What to Get





and



Buy 2 Sierra CDs and get a 3rd free and enter to win a $5,000 home theater PC

See mail-in cards or call 1-800-757-7707 to order direct

© 1996 Sierra On-Line, Inc. ® and or ™ designate trademarks of, or licensed to Sierra On-Line, Inc. All rights reserved.



http://www.sierra.com/antara



BETRAYAL IN ANTARA™

In our realm's (role-playing computer games) glorious medieval period (about three years ago), a great lord known as the Empirical Scribe (editor) of a journal of a eminent repute (COMPUTER GAMING WORLD) bestowed a great honor ("Hall of Fame") upon the forebearer (*Betrayal at Krondor*) of the newly conceived *Betrayal in Antara*. And so, from these royal roots, comes a rich, complex brew of secrecy, magic and combat. More than 50 spells are placed at your diabolical disposal, as you hinder the corrupt agenda of the Antaran empire. For The Magical, Tactical Wizard in your realm. Mere mortals need not apply.

WIN 95 WIN



http://www.sierra.com/birthright



BIRTHRIGHT™

There are certain things one approaches very carefully: dragons, swords, spells, treachery, and taking a legendary *ADVANCED DUNGEON & DRAGONS®* game like *BIRTHRIGHT* and putting it on a CD. So let's just say we treated *BIRTHRIGHT* with more respect and authenticity to the TSR™ way than you might expect from a computer game. This first game in the *BIRTHRIGHT* trilogy gives you the opportunity to share the realms of Anuire with other players over the Internet and networks. Discover what happens when fantasy role-playing meets strategy and war–and when the magic of *BIRTHRIGHT* meets your computer.

BIRTHRIGHT and *ADVANCED DUNGEONS & DRAGONS* are trademarks of TSR, Inc. and used under license.

WIN 95 DOS MAC

SIERRA™

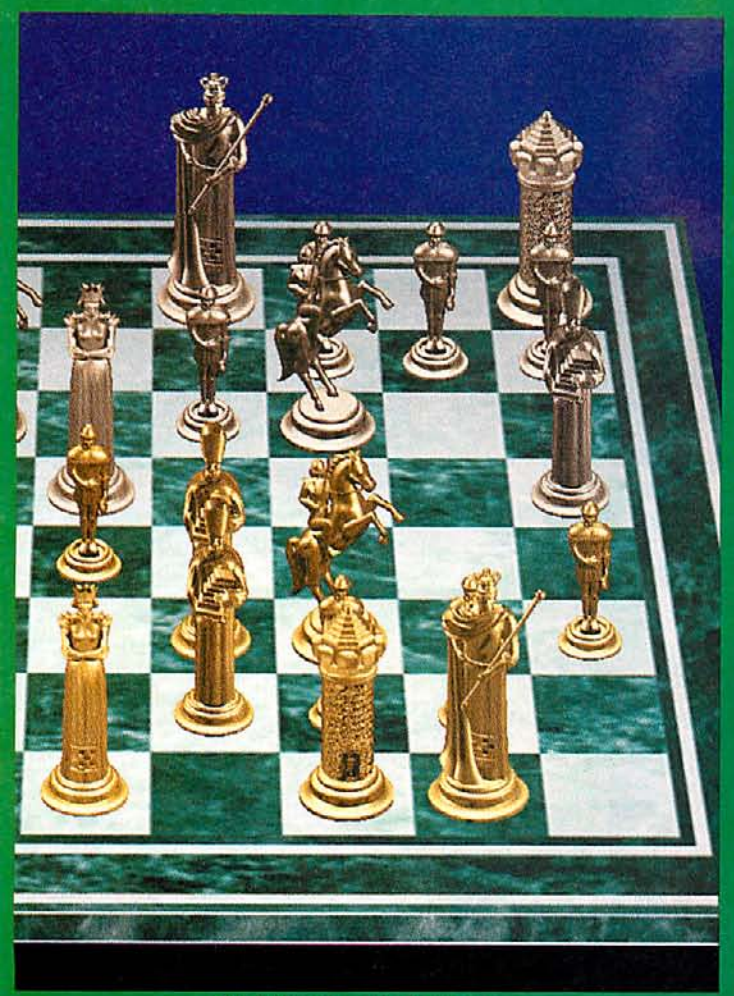
POWER CHESS™

Here, finally, is a computer-based chess game made to satisfy The Computer-Based Chess Game Skeptic. Why? Because *Power Chess* doesn't just beat you to a pulp like a microchip Grandmaster. Instead, it uses artificial intelligence to actually figure out how good you are. Then the computer plays just a few rating points beyond you to keep you challenged and sharpen your game. There's also a personal coach who will analyze your moves and give expert suggestions in clear, non-computery, spoken English. Now, what are you going to do with your new chess skills? How about taking them on-line to beat other *Power Chess* players (preferably, to a pulp).



WIN 95





http://www.sierra.com/powerchess

Sierra Adventure & Chess:

Welcome Additions to the CD Collection of





and



Buy 2 Sierra CDs and get a 3rd free and enter to win a $5,000 home theater PC

See mail-in cards or call 1-800-757-7707 to order direct.

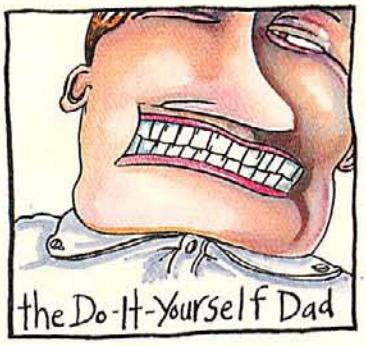
© 1996 Sierra On-Line, Inc. ® and ™ designate trademarks of, or licensed to Sierra On-Line, Inc. All rights reserved.

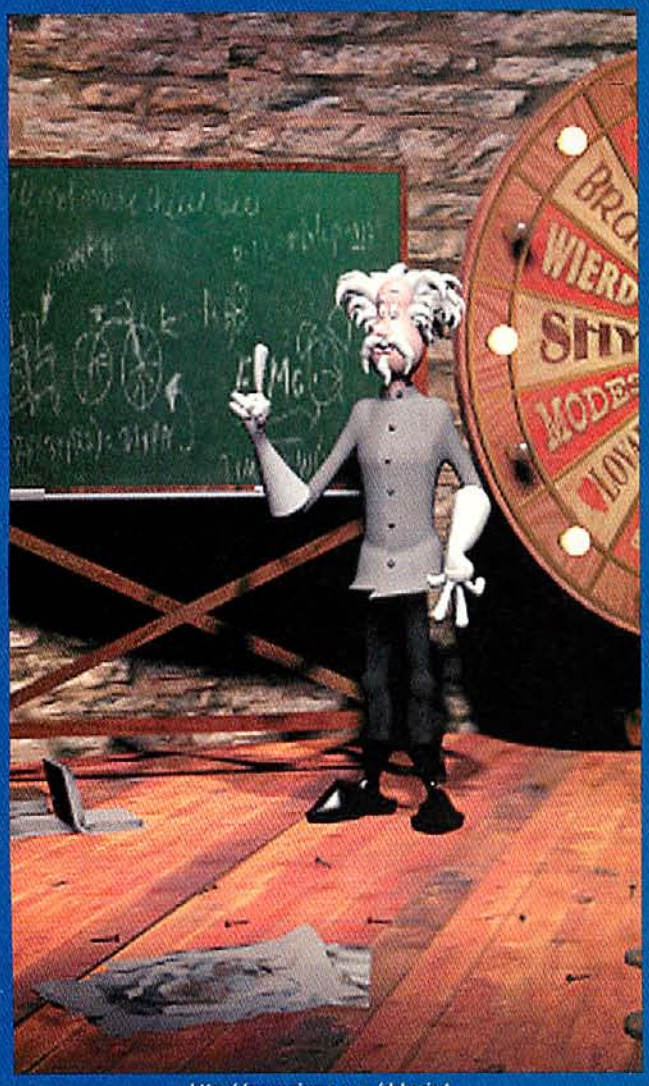
Sierra for the Home and Family: Perfect for





and





http://www.sierra.com/drbrain4

THE TIME WARP OF DR. BRAIN™

Are you one of those Research-Things-To-Death-Before-You-Buy people? Well, last year, a magazine that reports on consumer matters and who would sue us in an instant if we used their name, said that *Dr. Brain* is the best software you can buy for your kids. And what would they say to our latest installment? We bet they'd like the way *Dr. Brain* lets you travel through time. But mostly, they'd be impressed by the ten new 3D puzzle areas, over 600 new puzzles, and the three levels of difficulty that make *Dr. Brain* fun and challenging for all ages–including yours.



WIN 95 WIN MAC

SIERRA'S SCHOOL HOUSE™/EAGER TO LEARN™

Here are two CDs from the people who brought you *Dr. Brain* (us) for The Soon-To-Be-Precocious in your house. *Eager To Learn* gives your pre-schoolers a valuable head start by helping them learn to count, recognize letters and numbers, and do simple math problems. With *Sierra's School House*, your school-age kids will get extra attention in math, science and English– from 2nd all the way through 5th grade. Either way, they won't mind learning with these "games," because they'll have fun and get to be creative.



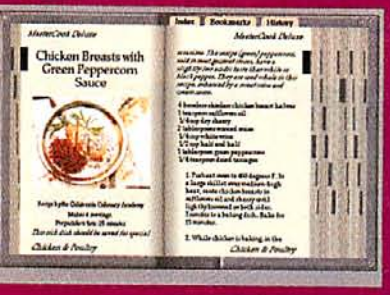


WIN 95 WIN MAC

SIERRA™



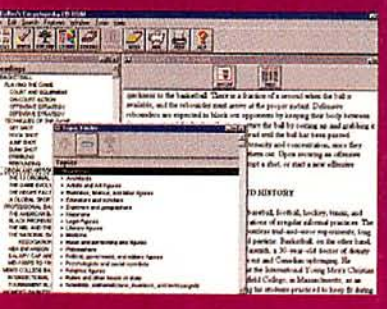
1. *Print Artist 4.0* starts you out with hundreds of cards, signs, stationery, and designs you can modify.



2. More than a recipe collection, *MasterCook Deluxe* helps you work out nutrition, menus and your shopping list.

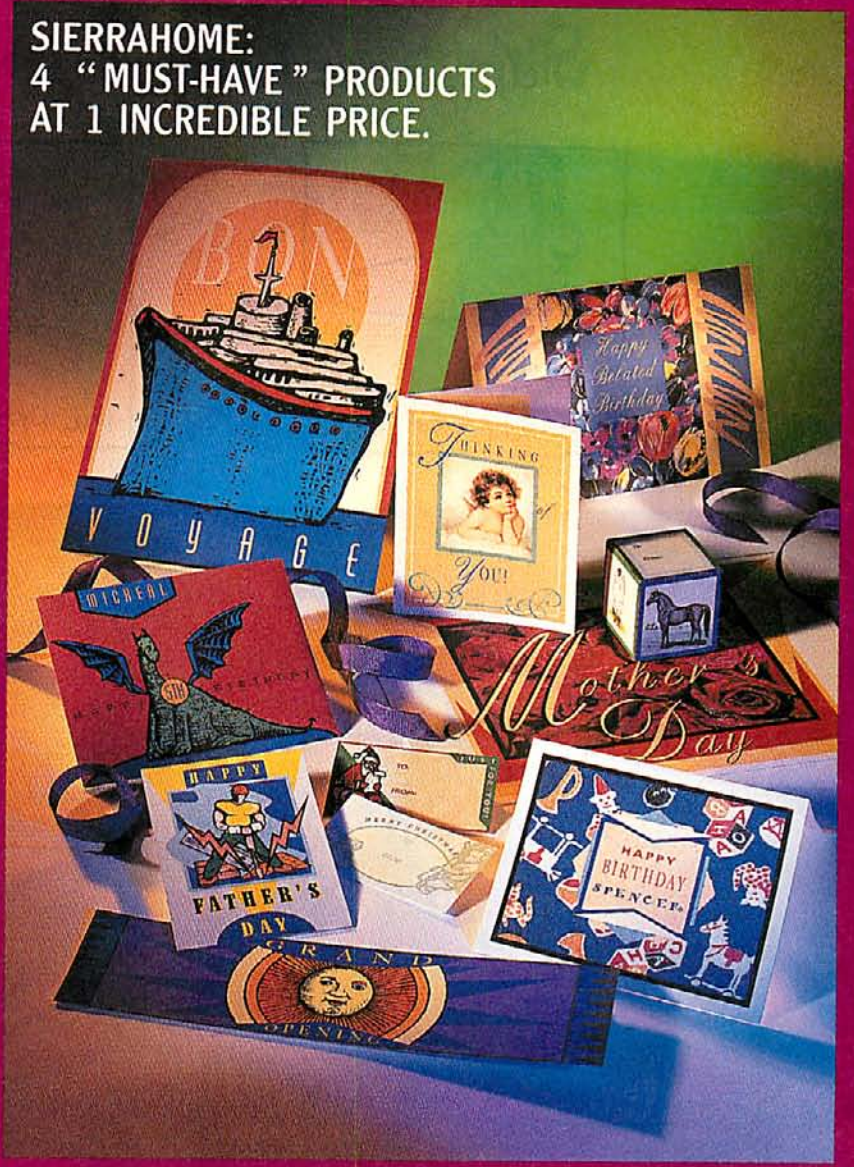


3. Plant your dream garden with *LandDesigner 3D*, then let the computer show you how it will look through the years.



4. *Colliers Encyclopedia* isn't a toy or a "sound bite" collection. It's a serious, authoritative reference.

SIERRAHOME: 4 "MUST-HAVE" PRODUCTS AT 1 INCREDIBLE PRICE.



http://www.sierra.com/printart

SIERRAHOME You know those software collections they make for businesses? Well we've brought that same idea home, by taking the best software for families and putting it all together in one first-rate, reasonably-priced, indispensable package. Here's what you get: *Print Artist™ 4.0*, acclaimed by PC MAGAZINE and FAMILY PC as the best all-around home publishing software for invitations, cards, signs and more; *MasterCook™ Deluxe*, with 1,600 rather tasty kitchen-tested recipes and nutritional data; *LandDesigner 3D®*, a detailed reference on plants and vegetables that lets you create gardens you can walk through in remarkably realistic 3D; and *Collier's® Encyclopedia*, the most serious, information-packed CD reference available, and an invaluable resource for students and adults.



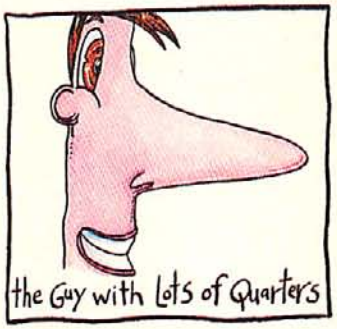
WIN 95 WIN

Buy 2 Sierra CDs and get a 3rd free and enter to win a $5,000 home theater PC

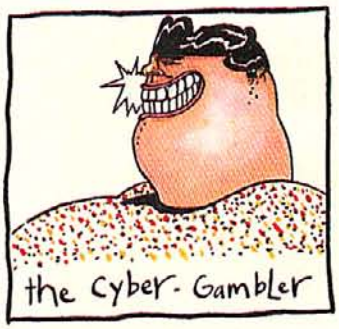
See mail-in cards or call 1-800-757-7707 to order direct.

© 1996 Sierra On-Line, Inc. ® and or ™ designate trademarks of, or licensed to Sierra On-Line, Inc. All rights reserved.

Sierra Arcade & Family Games: For



and





http://www.sierra.com/hoyle/classic



HOYLE® CASINO™

Here's a game that will hit the jackpot for The Riverboat Gambler, The Slick-Talking Dude, and The Incredible Cheapskate in all of us. It features the games you'd find in casinos: poker, blackjack, roulette, craps, slots, and more. But, it also includes a cast of witty, sharp-tongued, animated characters for you to play against. If you're up to human competition, you can go on-line and match your luck with real gamblers from around the globe. Thankfully, no actual money changes hands, so you'll never have to explain things to your spouse in the a.m.

WIN 95 WIN

Sierra On-Line is an official licensee of Hoyle®, a division of Brown & Bigelow, Inc.

3D ULTRA PINBALL™: CREEP NIGHT™

If you're one of The Over-Stim Deprived, do we have a game for you. Following on the incredibly hot heels of last year's best-selling *3D Ultra Pinball* comes this all-new edition, with three separate tables brimming with moving zombies, skeletons, gargoyles and ball-stealing ghosts. (Bet you've never seen that in a quarter-gobbling table.) And here's something you don't see in other PC pinball games: Sierra's physics-based ball movement, extra wide tables, and super-fast play action. Exciting? Exciting! We're getting wired just telling you about it.



WIN 95 WIN MAC



http://www.sierra.com/3dupb2

SIERRA GOOD AS GOLD

OUR PROMISE COMES WITH EVERY SIERRA PRODUCT

❖ Satisfaction guaranteed or your money back. ❖ Free technical support. ❖ Auto-update downloader built in.

SIERRA™ Buy 2 Sierra CDs and get a 3rd free

© 1996 Sierra On-Line, Inc. ® and or ™ designate trademarks of, or licensed to Sierra On-Line, Inc. All rights reserved.



WARGAMES

by Terry "The Turn-Based Elf" Coleman

Just a few years ago, finding quality wargames for the computer was as difficult as posting significant territorial gains in WWI trench warfare. SSI's PANZER GENERAL rekindled the wargame enthusiasm of many with its fast-paced play and challenging campaigns, but left a bad aftertaste in more historically-sensitive palates. Times have changed for the better, however, and this year's crop is a veritable wargamer's *smorgasbord*, bursting with historical flavors from every era of warfare. From the famous battles of Waterloo and Antietam to the most obscure engagements of the 19th and 20th centuries, the mix of multimedia, excellent graphics and interfaces, strong AI and well-designed scenarios make any of these games fine gifts for the would-be Napoleon or Patton on your holiday shopping list.

#1: Age Of Rifles

There are few books, much less games, that can encompass a half-century of history in detail, without either sounding pompous on the one hand, or leaving out vital information on the other. Nonetheless, AGE OF RIFLES somehow manages to illuminate a period often shrouded in myth and mystery with a remarkable blend of energy and elegance. You can relive the emergence of the United States as a hemispheric power through a campaign on the Mexican-American war, then follow that experience by walking in the boots of Grant, Lee, Sherman and other famous (and infamous) Civil War generals, in battles that are lively, challenging, and consistently true to their real-life counterparts.

Similarly, if you think the sun set prematurely on the British empire, you may defend the honor of Her Majesty "The Soldier Queen," in the most unique campaign of any wargame you'll see this year. You must put down rebellions in far-flung India, outnumbered more than



two to one. Should you survive, you travel to Africa, where the ferocious Zulus pit their incredibly high melee strengths against your small formations of disciplined troops. Increasing tensions with old allies may find you in traditional European-style warfare versus the Russians in the Crimea. Through all of the battles–many separated by years of uneasy peace–the technology continues to develop, meaning that you must learn new tactics constantly, or be left behind on the battlefield.

In addition to the famous campaigns, there are many obscure conflicts, such as the bloody set-piece struggles of the Russo-Japanese War, to keep any student of history captivated for untold evenings. AGE OF RIFLES also features a robust scenario editor that allows you to create every detail from orders of battle to what type of feather to place in the helmets of your dashing Lancers. The finest game yet on the tumultuous 19th century, and one of the best games of the year in any genre.

$54.95, SSI, (800) 601-PLAY, www.ssionline.com

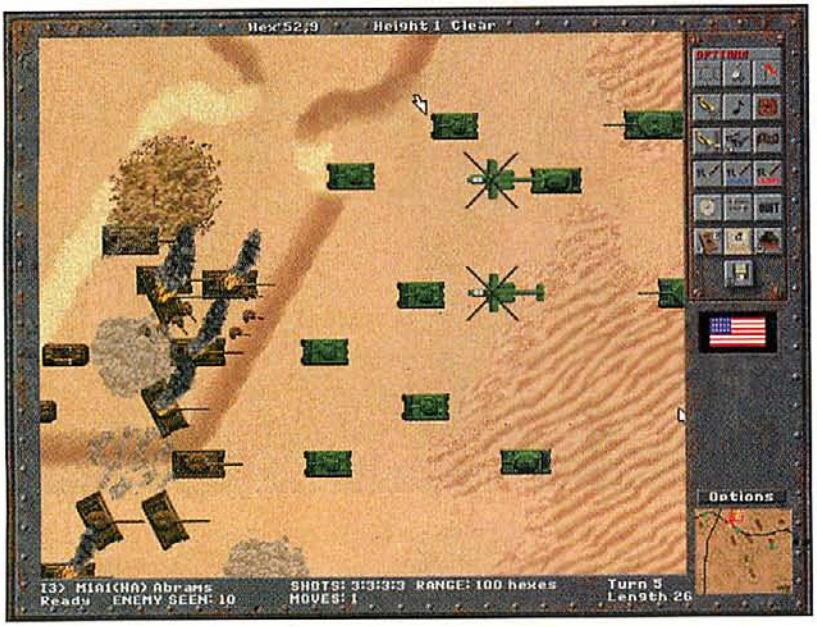
#2: Antietam



Talonsoft doesn't get the credit it deserves for making the Civil War fashionable again. Every game in their BATTLEGROUND series has improved, and this rendition of the bloodiest single day of the American Civil War should be no exception. The regimental scale allows for maneuver and finesse that larger-scale games lack, and it also showcases the wide assortment of weapons–carbines, smoothbore muskets, Kentucky long rifles, even shotguns–that made this a quartermaster's nightmare.

ANTIETAM is defined by terrain even more than SHILOH, the last BATTLEGROUND release. Lee's Army of Northern Virginia is nestled perhaps too snugly in a cul-de-sac near the small town of Sharpsburg, as the Rebel soldiers fight desperately to hold the vastly superior Union forces off in the famous Corn Field and Burnside's Bridge. The toughest thing to achieve in any game on this battle is balance, so Talonsoft intends to limit the command control for the Union player to simulate McClellan's indecisiveness. The designers also plan to include a "Union fantasy" scenario, where all restrictions are lifted, allowing you to roll over the Confederates and end the Civil War in 1862. Regardless of which scenario you prefer, this one is another can't-miss for any Civil War aficianado.

$54.95, Talonsoft, (800) 211-6504, www.talonsoft.com



#3: Steel Panthers II

The original STEEL PANTHERS was simply the best tactical game ever done on WWII. Armed with the typical Gary Grigsby and Keith Brors level of historical detail, the design benefited greatly from SSI's newfound love of clean interfaces and sumptuous graphics. But even considering the critical acclaim and strong sales, STEEL PANTHERS could have been even better. As a result, the sequel does more than move the system to the modern era. From what we've seen so far, it also improves the computer opponent, making it more aggressive and less predictable. Mortars and artillery seem to have a better feel than before, and "scatter" much more realistically.

The graphic look–already excellent–has changed for the better, with even the sand-filled battles of Desert Storm improved over their WWII brethren. SSI is hinting at a wider range of battlefield sounds as well. In general, the interface is a bit cleaner (although still being tweaked at press time) and probably more accessible to novices than the original. And while play is still turn-based, it seems even more brisk than before, no doubt due to the increased lethality of modern weaponry. With better armor, more air resources, and bigger guns all-around, it seems there's little to keep this off any would-be Schwartzkopf's hard drive–even if (like me) you're still campaigning with the original.

$TBA, SSI, (800) 601-PLAY, www.ssionline.com

Coming soon for Windows®95

REACH OUT AND TORCH SOMEONE.



F/A-18 HORNET





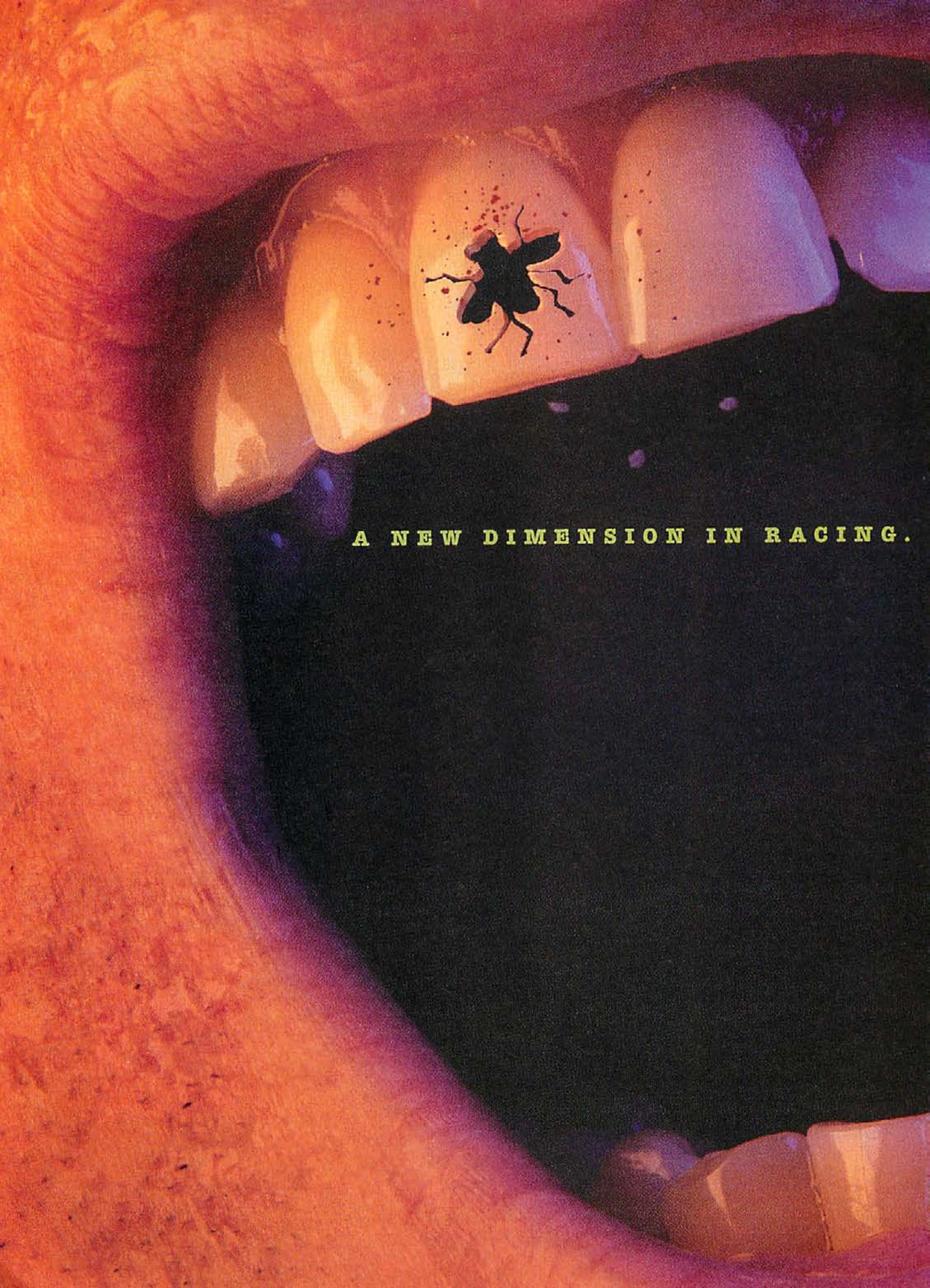
The hottest flight simulator game is now torching up your Windows® 95 PC. It's F/A-18 Hornet. With incredible 3-D graphics and realistic instrumentation, it'll push you to the outer limits then bring you screaming back to earth. In fact, F/A-18 Hornet closely simulates the Navy's own attack-fighter aircraft. There's 28 different Persian Gulf combat missions to test your skills — where you can blow up everything from ammunition depots using the M61 Vulcan cannon to MiG fighters with an AIM9 Sidewinder. So pick up the award winning F/A-18 Hornet today. It's the best way to get close to someone.

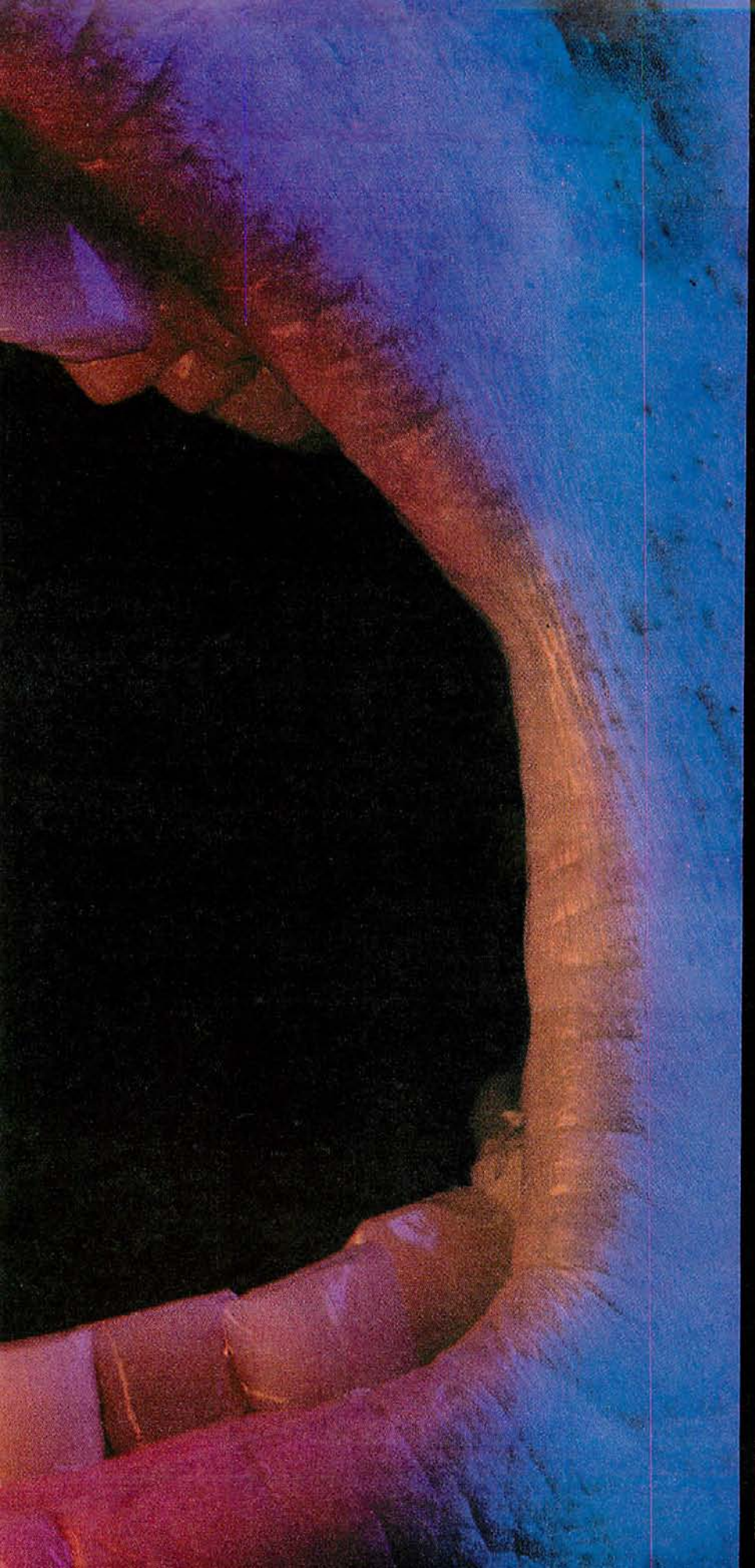


GRAPHIC SIMULATIONS CORPORATION

www.graphsim.com/graphsim

Circle Reader Service #57


A NEW DIMENSION IN RACING.





THIS IS THE CYBER-CYCLE
YOU'LL BE STRADDLING FOR DEAR LIFE.



ON IT, YOU AND YOUR STOMACH CAN
MOVE SIDE-WAYS, BACKWARDS, UPSIDE-DOWN
AND JUMP OVER OBSTACLES.



NAVIGATE ANY AND ALL OF THE
SIX EQUALLY DISTURBING TRACKS.

SPINE-SNAPPING

HAIRPIN TURNS.

LUNCH-RAISING

LOOP-TO-LOOPS.

ALL AT

PANT-WETTING

SPEEDS THROUGH

THE SEWERS

OF NEW YORK IN

THE YEAR 2020 AD.

Scorcher

TEEN T AGES 13+ CONTENT RATED BY ESRB

PC CD-ROM

GT Interactive Software
www.gtinteractive.com

BUY 2 GET 1 FREE PART OF GAME THERAPY PROMOTION

Scorcher © 1996 Scavenger, Inc. All Rights Reserved. Created and published by Scavenger, Inc. Distributed by GT Interactive Software Corp. All trademarks are the property of their respective companies.

#4: Over The Reich



Charlie Moylan is a bit of an anomaly, even as game designers go. Although fascinated by aircraft, he doesn't do traditional flight simulators–for which we can all be grateful. Following the well-received FLIGHT COMMANDER 2, he again teams with Avalon Hill to produce another turn-based, yet very realistic, tactical/operational combat simulation. The air war over Germany from 1943 to 1945 pitted the remnants of the *Luftwaffe* veterans against the resurgent Royal Air Force and the vast numbers of the USAAF, in a campaign every bit as important as that of D-Day–and OVER THE REICH lets you fly squadrons in any of these three air forces, in both campaign and single dogfight mode.

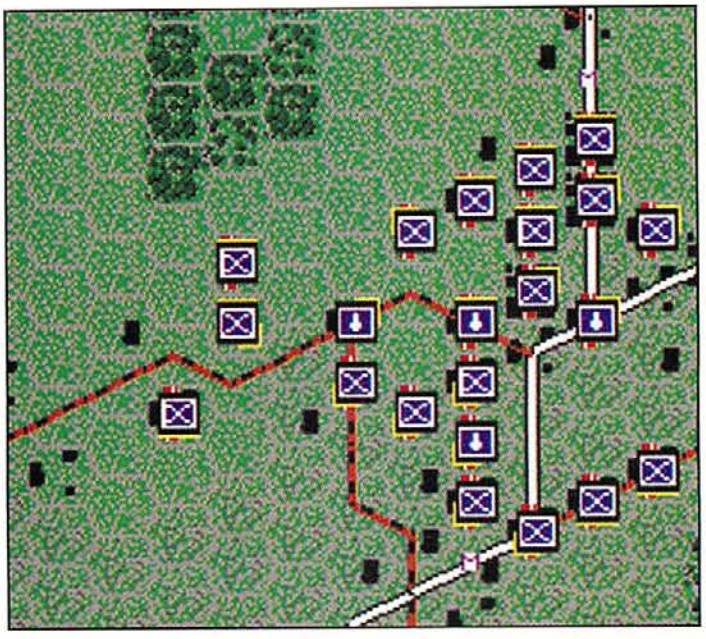
Early jet planes can easily out-accelerate their propeller-bound brethren, but can't turn as well as the nimble Spitfires and P-51 Mustangs. B-17 bombers take on incredible amounts of damage and still limp home to receive another payload. Being a slick joystick jockey won't get you out of a tailspin here; you have to know the strengths and weaknesses of both your aircraft and that of your opponent's. Whether you want to see how the experimental Meteor would have fared against the legendary Me-262, or you just crave escorting Mosquitos and Lancasters over Rumanian factories against endless waves of *Focke-Wulfs*, then strap on your goggles–and your thinking cap–because this is your game.

$TBA, The Avalon Hill Game Company, (800) 999-3222

#5: Tigers On The Prowl 2.0

The behemoth turns, sensing its prey. Waiting for the right moment, it lumbers from its hiding place, spewing forth a barrage of formulae complex enough to send mathematics majors scattering in abject terror.

Yes, the wait at times has seemed longer than MacArthur's return to the Phillipines, but the most intimidating and realistic of WWII simulations has finally upgraded. One of the toughest AIs in the business–it *doesn't* cheat, by the way–now sports improved targeting algorithms courtesy of HPS' PANTHERS IN THE SHADOWS. You'll find that flanking maneuvers that once worked against the computer are, more often than not, bloodily repulsed now.



Graphics are improved to PANTHERS standards as well, but let's be honest; no one plays HPS games for eye candy. If you're easily turned off by depth and realism, look elsewhere. If you can handle the steep learning curve, however, this version of TIGERS will have you up for many a sleepless night on the Russian steppes. Tank destroyers, flame-throwers, the subtleties of minefield laying–it's all here, in a package that threatens to overwhelm you with weapons performance data. And unlike say, TACOPS, TIGERS successfully blends morale and training into the mix, for the most comprehensive view of WWII on the market.

$59.95, HPS (408) 554-8381

LEARN THE SECRETS OF

DUKE NUKEM™ 3D

AUTHORIZED EDITION



"Master Gamer" Danny Spartan rocks you through each level.



Full-motion video shows you how to conquer each level. Print hints and maps anytime.



Map shows you exact path to follow and allows you to view that section of the game.

THE OFFICIAL INTERACTIVE CD-ROM GAME GUIDE

Available now from your favorite reseller, or by calling 800-229-2714



GameWizards
www.gamewizards.com

WizardWorks
The WizardWorks Group • Minneapolis, MN 55447
www.wizworks.com

Duke Nukem 3D developed by 3D Realms
www.3drealms.com

Circle Reader Service #45

#6: History Of The World

Given all the years that Avalon Hill has seemed ruled by *Squad Leader* and its children, it came as a big surprise when this simple multi-player game knocked *Advanced Squad Leader* from its perch as the top-rated AH boardgame in the bi-monthly poll in *The General* magazine. HISTORY OF THE WORLD might do much the same in the computer market, simply because it is the most addictive game to come out of AH in years. And unlike the troubled development of ADVANCED CIVILIZATION, HISTORY is moving along smoothly.

Basically, you draw and trade "cards" that give you control of an empire in a given epoch of history. Strong empires like the Mongols and Romans get 20-25 armies/navies per turn, while near-forgotten "dynasties" like the Khmers and Chola receive only 4-8 per turn, according to their significance on world history. With the leaders always drawing cards last, most of the fun comes from trading cards and forcing your opponent to keep the Aztecs instead of the Spanish or French. When you throw revolt, fortification, plague and treachery cards into the mix, what you have is a clean, fast game perfect for hotseat or e-mail diplomacy and world conquest.

STBA, The Avalon Hill Game Company, (800) 999-3222#

#7: Battleground: Waterloo

While BATTLEGROUND: GETTYSBURG was a very good game, it didn't prepare us for this. The patented Talonsoft cut-away hex view combines with the lead miniatures-style soldiers (that you don't have to spend several weekends painting!) to create a sumptuous graphical landscape that just perfectly captures the flavor of the era of Napoleon. Walled *chateaux* are tough to crack, so Hougomont becomes the anchor for the Allies under Wellington that it should be. Cavalry charges and square formations for infantry defense may not please all the purists, but they work well within the game's



context, and dump a ton of tactical decisions in your lap.

The tension of the fighting around the left and center of Wellington's line is captured in exciting fashion, complete with artillery barrages and confused melees. You can even commit the Old Guard at that crucial moment in the battle, as the Allied reinforcements led by Blucher appear ominously on Napoleon's right flank. Great fun solo or two-player, this is the game that will let you finally move beyond the venerable BATTLES OF NAPOLEON.

$54.95, Talonsoft, (800) 211-6504, www.talonsoft.com

#8: Robert E. Lee: Civil War General

OK, so they "borrowed" half the title from PANZER GENERAL. That shouldn't keep you from riding with Old Pete Longstreet and Stonewall Jackson, performing miracles against Yankee forces twice your size. Morale is never a problem–so long as you're winning–but you may have to turn on that "Marse Robert" charm and spend army prestige to charge a well-entrenched foe. There's plenty of decision-making here: keeping your army fed and clothed is tough; procuring ammo for the motley assortment of weapons your soldiers favor is even more difficult. Bold maneuvers and a steely nerve are required to win the tough campaigns, which unfortunately don't include the Seven Days' Battles, where Lee first came to prominence. Still, what the system lacks in historical perspective and tactical detail (all small-arms fire occurs at a one-hex distance), it tends to make up for in sheer fun. Better than average computer opponent, too.

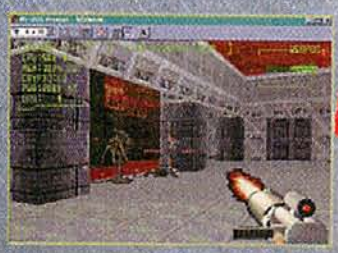
$59.95, Sierra, (800) 757-7707, www.sierra.com

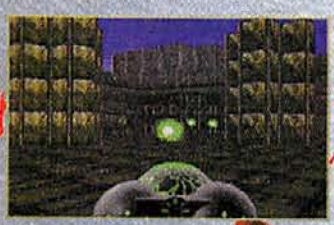


HALF MAN. HALF MACHINE. 100% LETHAL.

REX BLADE

- Pulse-pounding, 3D shooting action
- The most massive arsenal of weaponry ever
- More enemy cyborgs than any alien world deserves
- Feeling frazzled? Take a break and play cyborg virtual arcade-style video games – then get back to war!
- Jack into enemy cyborg computers and upload their strategies









THE BATTLE BEGINS... THIS HOLIDAY SEASON!

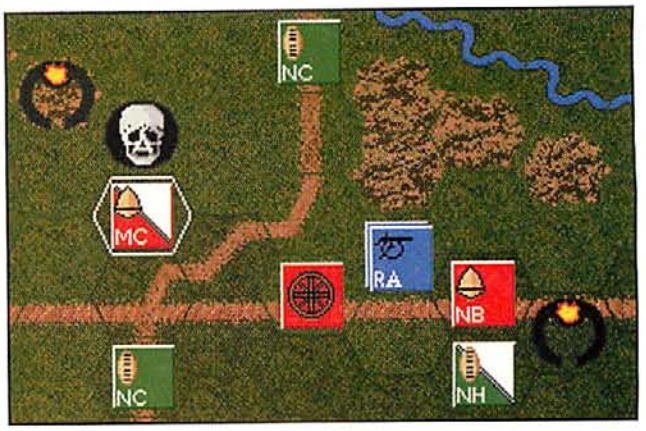
ALL NEW CD-ROM

SIMON & SCHUSTER INTERACTIVE

At your local software retailer or call 1-888-793-9973
Promo key 440198 Title key 401075
Come visit our website at http://www.ssinteractive.com

Circle Reader Service #136

#9: ZuluWar!



If you want only to re-fight Rorke's Drift or Islandhwana, you'll have to settle for the battles in AGE OF RIFLES. ZuluWar is a fast-playing, yet more than passingly historical view of the entire Zulu *campaign*. Without getting enmeshed in minutiae, it shows the contrast between the swift, sudden attacks of the Zulu, and the methodical sweeps of the British. Clash of spears meets Maxim machine guns, if you will.

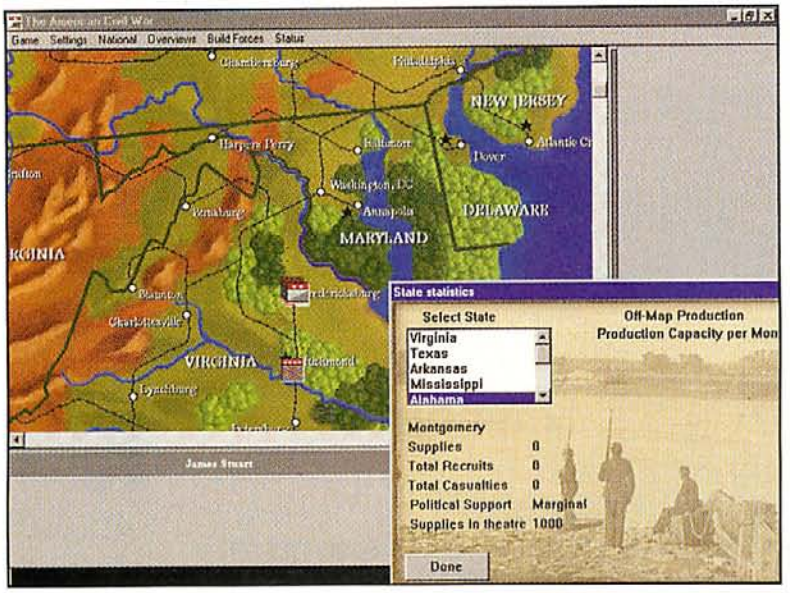
The quick and dirty victory conditions force the British to burn Zulu kraals and hunt down Cteshwayo against a difficult timetable, much like that of PANZER GENERAL. Zulus have the option of fighting a guerrilla war, bringing neutral tribes into the war, taking the fight to the British camps, along with a host of other clever "what-if" options. While ZULUWAR! lacks the tactical feel of Jeff Lapkoff's earlier ALAMO and CUSTER'S LAST COMMAND, it still captures the feel of an obscure campaign, complete with "Hollywood" scenario for anyone needing their *Zulu Dawn* movie fix.

$39.95 (+ S&H), Incredible Simulations, (408) 554-8381

#10: American Civil War

If combined arms is more your cup of tea, AMERICAN CIVIL WAR gives you all the land, sea and siege you can handle. It's a bit clunky, and it doesn't really use the Windows interface to any great advantage, but the scale is right. You get a real sense of conducting campaigns in the Civil War, where half the battle is knowing exactly where and with what troops your enemy is moving.

The leader modeling is first-rate: McClellan is organizationally sound but timid on the battlefield; Bragg is aggressive, even impetuous; Stonewall Jackson moves and fights with deadly-smooth efficiency. Logistic considerations can be a pain at times, but never take over the game. And the naval aspects, so often ignored in Civil War games, are authentic, up to and including the power–and the difficulties–surrounding ironclad warships. All in all, this is *still* the only strategic Civil War game worth buying.



Other Battles

Naval warfare, 19th century-style, seems to be making a comeback: AGE OF SAIL from Talonsoft lets you control formations in real-time; WOODEN SHIPS & IRON MEN may finally ship its turn-based combat system in time for Christmas. Given the ambitious schedules of both these companies, we suggest prospective Admiral Nelsons keep a lookout from the conning tower. Finally, we'd be remiss if we didn't mention SHILOH, Talonsoft's five-star Civil War battle game, which brilliantly captures the tense struggles around the Bloody Pond and the Sunken Road. Regardless of your tastes, there are plenty of computer-generated battlefields to keep any master strategist planning maneuvers during those long winter nights.



NO FLESH SHALL BE SPARED.

WINDOWS® 95/MACINTOSH®
http://www.gtinteractive.com

BUNGIE™

MATURE M AGES 17+

ZOMBIE® VIRTUAL REALITY ENTERTAINMENT

GT INTERACTIVE SOFTWARE

PART OF BUY 2 GET 1 FREE GAME THERAPY PROMOTION

ZPC™ 1996 Zombie® LLC. All Rights Reserved. Produced and developed by Zombie® LLC. Distributed by GT Interactive Software Corp. ZPC™ is a trademark of Zombie® LLC. GT™ and the GT™ logo are trademarks of GT Interactive Software Corp. Powered by Bungie™ Software Products Corp. Windows 95® is a registered trademark of Microsoft Corporation. Macintosh® is a registered trademark of Apple Computer, Inc. All other trademarks are the property of their respective companies.



HARDWARE

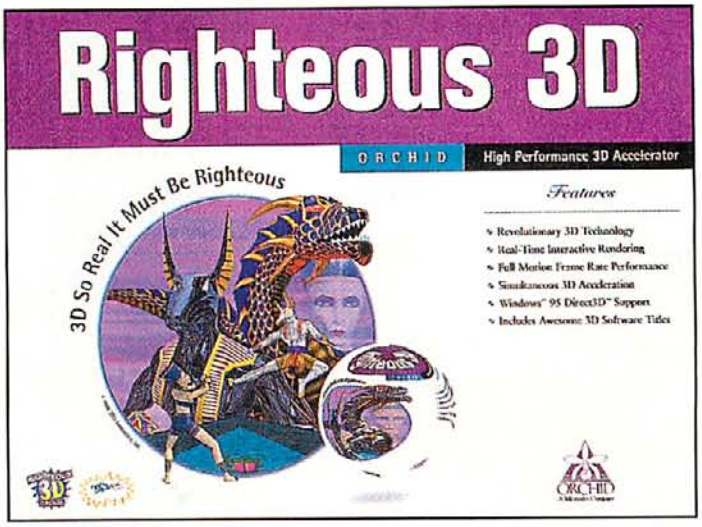
by Dave "The Techie Elf" Salvator, Loyd "The Hardware Hacking Elf" Case, and Denny "The Early Adopting Elf" Atkin

Maybe now they get it. Despite the fact that gamers have driven the PC hardware industry for more than 10 years, the gaming enthusiast market hasn't received its due. Well, 1996 may well be remembered as the year many big players suddenly figured it out. We've seen the beginning of the 3D graphics revolution, a crop of new, fast CPUs, and plummeting memory and storage prices, all conspiring to make a killer gaming rig less cost-prohibitive. What's more, just about every major system vendor is now bringing out a tricked-out gaming rig (see this month's Ultimate Gaming Machine feature). In addition, we've seen some interesting controllers hit the market, and here we take a look at ten items that would make anyone's holiday a lot merrier.

#1: Righteous 3D

Shelves this holiday season will be brimming with 3D graphics accelerators, but most are mere pretenders to the title. A few—a scant few—can be called capable performers in the 3D world. Even the better ones make some compromises, but not the Righteous 3D. Using the sophisticated 3dfx Voodoo chip-set, and loaded with 4 MB of EDO DRAM, the Righteous 3D is a 3D-only accelerator. The board needs its own PCI slot, and attaches to your normal 2D card via a pass-through cable. 2D/3D boards had to make design compromises so as to support VGA for DOS, and run Windows programs, but not Orchid. Righteous 3D's game is blistering 3D acceleration, and it makes no pretensions to anything else.

The feature set is certainly robust. There's separate memory for textures and frame buffer (2 MB each), and it supports perspective-corrected texture mapping, bilinear and trilinear filtering, and MIP-mapping. These features make the texture-mapping prevalent in today's 3D games look pleasing and realistic. The card even supports layering of multiple textures, a feature absent on some high-end professional 3D accelerators.



Light sources, alpha blending (for transparency) and fog effects round out the feature set, enabling the creation of wonderful atmospheric effects. Its maximum resolution is effectively 800x600, but the image quality is superb. Even the Microsoft Direct3D game, HELLBENDER, with its strange mishmash of textures, looks good with this card.

The performance it there, too—the Orchid card is the current performance champion of the game-oriented 3D accelerators. Not only do the current crude benchmarks bear this out, but HELLBENDER's frame rate at 640x480x65,530 colors with all the features turned on never dropped below a rock-solid 28 frames per second.

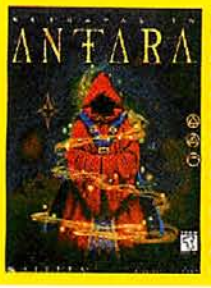
The card installs easily, and its Windows 95 setup is straightforward. Bending the thick, shielded pass-through cable is a bit of a chore, but the extra shielding is good to have. There's a handy utility for setting Righteous 3D's refresh rate, and the software bundle is decent: with demo or limited versions of DESCENT 2, HELLBENDER, SCORCHED PLANET and VR SOCCER, plus the full version of WHIPLASH. With Direct3D support, future 3D titles developed for Windows 95 will really hum on the card. A number of game companies are porting existing DOS titles as well.

There is a downside (other than requiring a PCI slot): it ain't cheap. Shelling out $299 for a card that still has limited uses—given the relative dearth of shipping 3D-accelerated titles—can give one pause. But if you're looking for stellar 3D acceleration that will more than keep up with new titles as they ship, then check out the Righteous 3D.

$299, Orchid Technologies, (800) 545-5733, www.orchid.com

COMPUTER GAMES

CHIPS & BITS INC.
POB 234 DEPT 10789 ROCHESTER, VT 05767
INT'L 802-767-3033 FAX 802-767-3382
Orders/Questions: cbisales@sover.net Customer Service: cbiserv@sover.net



'BETRAYAL IN ANTARA' An empire over time has fallen pry to corruption and decay. Today a well-meaning Emperor faces a crumbling infrastructure where bribery, intrigue, nepotism, deceit and assassination run rampant. **$48**



'DIABLO' As a young boy, you return to your village to find it razed and your family dead. Exploration of the countryside reveals that a similar fate has befallen all the neighboring towns, except for one. **CD $46**



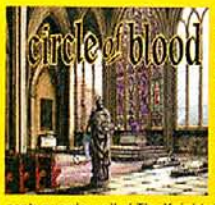
'MASTER OF ORION II' Population growth has outgrown planetary resources. Acting as powerful emperors, players start with one colony and control how resources are used. **CD $46**



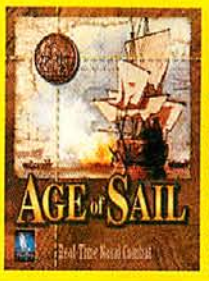
'IM1A2 ABRAMS' The player commands a platoon of four tanks, or an entire company team with other vehicles, artillery, helicopters and artillery attached all from a variety of external views and a multi zoom map view. **CD $45**



'HIND' The Hind will contain a free for all arcade mode so new sim enthusiasts can jump into the cockpit & quickly enter combat action. For veteran players, Hind contains a detailed mission planner! **CD $44**



"CIRCLE OF BLOOD" An American happens into a Parisian cafe. After a clown blows the place to smithereens, he wants answers. He finds a14th century order called The Knights Templar. Unlock the secret of this intriguing adventure and the vicious conspiracy that threatens to reshape the world. **CD$43**



'AGE OF SAIL 1775-1820' Delivers an excellent blend of exciting Real Time 3-D perapective naval combat with the pageantry and grandeur of beautifully rndered sailing vessels from the Tall Ships era! **CD $42**



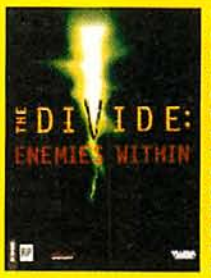
'STAR CONTROL 3' The fabric of the universe is crumbling and it's up to you to find the answer somewhere in the unexplored reaches of the Kessari Quadrant. You're in control of a star fleet, searching hundreds of planets. **CD $47**



'THRUSTMASTER F-22 PRO' With a powder coated metal base, glass filled ABS handle, metal gimbal mechanism, and heavy gauge spring tension, the F-22 PRO gives you the edge you need in advanced tactical warfare. **$124**



'TOMB RAIDER' Dive into the action packed fantasy world of infamous adventurer Lara Croft, in her quest to retrieve the legendary "Scion". Explore an environment that takes you through jungles, ruins and more! **CD $42**



'THE DIVIDE: ENEMIES WITHIN' You wake up from an eons long sleep only to find yourself on a forsaken planet filled with angry mutants. You've got to outsmart them, outbast them, and escape from this hell hole. **CD $29**



'THRUSTMASTER PHAZER PAD' is the first gamepad of it's kind to offer precise control and maximum performance. Unlike most gamepads, the Phazer Pad is completely user programmable. **$47**

IBM HARDWARE

Advncd Grv Usnd PNP $120
Altc ACS55 Spker Sys $169
Audio Ref 30A Spkrs $172
CH F16 Combatstck $58
CH F16 Fighterstick $96
CH F16 Flightstick $36
CH Flight Stick $28
CH Flight Stick Pro $48
CH Game Card 3 Auto $25
CH Mach 3 Joystick $25
CH PC Gamepad $18
CH Pedals $46
CH Pro Pedals $74
CH Pro Throttle $98
CH Throttle $62
CH Virtual Pilot Pro $69
Diamond 3D 2000 XL $177
Diamnd Edge 3D 2200 $248
Diamnd Edge 3D 3400 $339
Game View $99
GameWave 32 Pls ISA $139
GameWve 32 Studio $319
Graphics Blaster 201 $109
Graphics Blaster 202 $133
Graphics Blaster 302 $179
Gravis Firebird $58
Gravis GrIP Contrlr $84
Gravis GrIP Pd 2 Pk $24
Gravis PC Game Pad $19
Gravis Phoenix Joystk $83
Gravis Thunderbird $43
HAYES 28.8 Ext Voice $289
HAYES 28.8 Int Voice $209
Head-On Game Modm $175
Head-to-Head Cable $26
Interact PC Pro Pad 6 $25
Jazz J-320 Speakers $49
Jazz J-351 Speakers $43
Jazz J-818 Speakers $129
Joystick Extend Cable $9
Joystick Y-Cable $9
Joyswitch $38

IBM HARDWARE

Logitech WingMn Wrrior $85
Logitech WingMan Extr $45
Mad Catz Strng Wheel $69
Microsoft Nat Keyboard $91
Microsoft Sidewindr 3D $29
Msoft Sidewndr 3D Pro $56
Msoft Swndr W MW2 $74
Msoft Sidwndr Pro Pad $39
Reel Magic Vid Upgrde $99
SSI 525D Srr Snd Dec $149
SSI C1500 Hme Thter $239
Sound Blaster 16 Val $95
Sound Blaster 32 IDE $152
Sound Galxy NX2/Spkrs $29
Sound Scape Ensonlq $129
Space Orb 360 $99
Sncm F15 Raptr Jystck $50
TM Driving Control T2 $108
TM F16 TQS $108
TM F22 Pro $124
TM FLC F16 Syst $108
TM FLCS Limited Ed $399
TM Flight Cont Pro $99
TM Flight Control Sys $52
TM Game Card $25
TM Pro Play Golf Sys $499
TM Ruddr Cntr Sys $98
TM Weapon Cont Sys $88
TM Wiz Pinball Cntr $32
TM XL Action Control $24
TM Phazer Pad $47
Thrustmaster GP1 $74
US Rbtcs 14.4 PV Ext $137
US Rbtcs 14.4 PV Int $115
US Rbtcs 28.8 PV Ext $229
US Rbtcs 28.8 PV Int $189
VFX1 Virt Realty HG $802
Verbal Commander $103
Yamaha SBS 300 Spkr $88
Yamha Wvsrce SW60 $185
ZOOM 28.8 Fax Ext $169
ZOOM 28.8 Fax Int $159

IBM ACTION

Aeon Flux $44
Alphastorm $44
Area 51 W95 $46
Armored Run $49
Backflash $44
BladeForce W95 $39
Blood 3D $48
Captain Quazar W95 $39
Crusader No Remorse $26
Crusader:No Regrt $34
Cyber Gladiators W95 $45
Dark Forces $48
Drk Frcs 2 Jdi W95 $48
Dark Vengeance $45
Die Hard Trilogy $46
Doom 2 $45
Doom 2 W95 $45
Duckman Legnd of Fali $44
Duke Nukem 3D $45
Dke Nkm 3D Plt Pk $46
Eradicator $42
Final Doom $46
Firefight $38
Hard Boiled W95 $40
Hexen $49
Hexen Death Kings $25
Hexen W95 $29
HyperBlade $40
Killing Time W95 $42
MDK $44
Magic Carpet 2 $29
Marathon 2 $44
Marvel 2099 W95 $34
Master Levels Doom 2 $25
Mayhem $46
MindWarp $42
Mortificator W95 $44
Necrodome W95 $39
Nihilist $42
Powerslave $38
Powerslave W95 $38
Prey $50

IBM ACTION

Quake Shareware $10
Rebel Moon Rsing W95 $45
Rodney Matthews $40
Ruins $48
Shadow Warrior $49
Siege $45
SkyNET $44
Space Hulk 2 $44
Star Trek Genrtns W95 $48
Terminator Futr Shock $44
Terra Nova $35
The Fallen $44
Time Commando $40
Ultimate Doom W95 $37
War Gods W95 $45
Witchaven 2 $26
XS $46
ZPC W95 $46
Zombieville $44

IBM ADVENTURE

10th Planet $44
7th Guest 2 W95 $44
7th Guest $29
9 $46
Abuse $37
Ace Ventura $41
Aden Quest W95 $43
Advntres on Lego Isle $35
Albion $39
Alien Alley $44
Alien Trilogy $46
Alien Virus $38
Alone in Dark 3 $33
Anarchy $41
Are You Afraid Drk $40
Assassin 2015 $38
Athanor $40
Azraels Tear $39
Bad Day on Midway $40
Bad Mojo W95 $48

IBM ADVENTURE

Banzai Bug $42
Beavis Butthd Virt St $33
Bedlam $46
Beowulf $45
Birthright W95 $48
Black Diamond $44
Blast Chamber W95 $40
Callahans Crstm Saloon $42
Chronicles Sword $38
Circle of Blood $43
City of Lost Children $44
Clandestiny W95 $44
Creation $52
Creature Shock $25
Creatures $33
Crow:City Angels W95 $42
Curse of Dragor $41
Cyberia 2 $48
Cyberia $37
D W95 $44
Dark Earth W95 $46
Dark Eye $39
DarkSeed 2 $45
Dawn of Darkness $44
Death Gate $23
Death Trap Dungeon $42
Deus W95 $37
Discworld 2 $44
Dive $45
Double Trouble $40
Down in the Dumps $39
Drowned God $39
Druid Daemons Mind $39
Dune $29
Echoes $48
Ecstatica 2 $47
Elk Moon Murder $21
Entomorph $35
Extractors $29
Fighting Fantasy $40
Flipper $29
Fork in the Tale $45

IBM ADVENTURE

Full Throttle $34
G-Nome $43
Gabriel Knight 2 $40
Hand of Fate $25
HardJack $48
Harvester $46
Heart of Darkness $55
Hellraiser $52
Homicide $40
Hunter Hunted W95 $45
I Have No Mouth $28
In First Degree $46
Incr Shrinking Hero $43
Indestructibles $44
Indiana Jones Desktop $19
Inherit the Earth $24
Interstate 76 W95 $48
Into the Shadows $48
Iron John Hawk $45
Island of Dr Moreau $40
Joe's Apartment W95 $44
Journeyman Project 2 $24
Jumanji $42
KGB Files $43
KQ7:Princeless Bride $25
Kingdom O'Magic $42
Knights Chase $38
Lawnmower Man 2 $44
Legend of Don Huang $44
Legend of Kyrandia $25
Leisure Suit Larry 7 $48
Lighthouse $48
Lion $39
Lost Eden $39
Lst Fls Shrlk Hlms 2 $42
Masterpieces $19
Mission 9 $44
Mission Critical $39
Mission Ooze Control $29
Monstrous City $44
Mummy Tomb Phrach $42
Myst $48

IBM ADVENTURE

Myst 2 $52
Necrobius $40
Nemesis $44
Neo-Hunter $34
Neverhood $47
Noir $43
Normality $39
Obsidian W95 $45
Odyssey $44
OrionBurger $39
Outlaws W95 $47
Pandora Directive $46
Panic in the Park $35
Phantasmagoria 2 $54
Phantasmagoria $52
Planetfall W95 $44
Police Qust 5 SWAT $47
Power Dolls $30
Presto $45
Promised Land $41
QAD $42
Qin Tomb Mid King $39
Rama $48
Ravage D.C.X. $39
Redjack's Revenge $46
Return to Krondor $45
Return to Zork $29
Reverence $43
Riana Rouge $44
Riddle Master Lu $19
Ripper $48
Rivers of Dawn $41
Riverworld $45
Robo Quest $34
SPQR $46
SO6 Spinal Frontier $25
Sacred Ground $26
Safecracker $33
Sata City $40
Scroll $38
Scrutiny $37
Sea Legends $36

IBM ADVENTURE

Second World $45
Secret of the Luxor $42
Shannara $42
Shivers $37
Simon Sorceror 2 $40
Skyborg Into the Vortex $44
Snow Crash W95 $44
SnowJob W95 $39
Solar Crusade $44
Sonic the Hedgehog $30
Soul Keeper $44
Space Bar W95 $44
Space Bunnies Mst Die $45
Spycraft W95 $47
Star Trek Judg Rt Coll $38
Star Trek Voyager $48
Star Trk Str Flt Acad $46
Stardisk $44
Steel Legends $42
Storm $45
Super Stardust $35
Surf & Destroy $46
The Dig $47
The Trial $44
Third Millenium W95 $44
Time Gate $42
TimeLapse Anc. Civil $46
Titanic Jrny Out Time $44
Tme Wrp Dr Brain W95 $38
Tomb Raider $40
Toonstruck $48
Torin's Passage $25
Trouble is My Biz $46
Under Killing Moon $19
Urban Decay $43
Utopia $36
Varuna's Forces $45
Voyeur 2 $42
We Are Not Alone $45
XenoPhage $30
Zeddas:Serv Sheol $39
Zork:Nemesis $53

CDM12XP1

COMPUTER GAMES

CHIPS & BITS INC.
POB 234 DEPT 10789 ROCHESTER, VT 05767
INT'L 802-767-3033 FAX 802-767-3382
Orders/Questions: cbisales@sover.net Customer Service: cbiserv@sover.net

*SHIPPING: Priority Mail in US $2 per order, 2 Day Air $4 per order. Mail to Canada, PR, HI, AK, APO, FPO $4 per order. Worldwide airmail $6 per item. Handling $2 per shipment. Hardware orders may require additional shipping cost will b allocated. Checks held 4 weeks. Money Orders under $200 same as cash. COD $8. Defectives replaced with same product. Most items shipped same day. Shipping times may vary.



'COMMANCHE 3' Missiles away! The helicopter itself is fully light-sourced, shaded and rendered with 3D real-time animation while easier to get into and handle. Night time maybe the right time for many of Commanche 's missions. **$49**



'JOYSWITCH' Now you can jump from joystick to joystick, game to game with the speed and ease of turning a switch. No more reaching behind your computer to swap joystick cables on the game port. Joyswitch does it all. **$38**



'CH PRODUCTS PRO THROTTLE' You can easily master the skies with this authentic left-handed throttle, modeled after the throttle found in the F-16 jet. Featuring 20 programmable functions and a 3 year warranty! **$98**



'LOONY LABYRINTH' Board the Loony Machine for a pinball adventure, with championship playfield design, expert flip control, authentic light illumination, Greek mythology theme, spectacular sound and 2 kinds of background music. **$29**



'STRIFE' is a fast paced 3D action game with a riveting RPG storyline. Here medieval and high technologies combine to form a world where warfare and oppression are a way of life. **CD$42**



'STAR GENERAL' Feel the power of an incredibly enhanced Panzer General Game. A 2-level combat system accommodates space and surface combat. Conquer enemy planets with over 90 fully rendered 3D starships and 100's of ground troops and multipul planet types from fertile gems to barren wastelands. **CD$43**



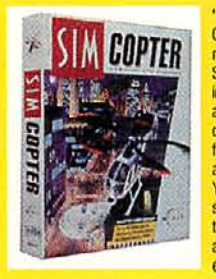
'FLYING CORPS' With a superb landscape, accurate flight model and in depth research, Flying Corps is the ultimate in World War 1 flight simulation that will quite simply take your breath away. **CD $42**



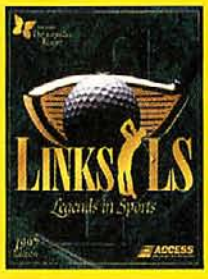
'F-22 LIGHTNING II' Highly detailed simulation from Lockheed Martin. Realistic cockpit instrumentation, accurate pitch and roll rates, detailed, texture mapped 3D ground and air targets. Multi-panning cameras to view action from every angle. **$49**



'WARCRAFT 2: BEYOND THE DARK PORTAL' After destroying the mystic gate into Azeroth, the Humans discover that the rift which allows the orcs passage into their world still exists! Venture beyond, into uncharted lands of the Horde. **CD $29**



'SIM COPTER' Gives you the wings ro soar through SimCity 2000 Cities in hyper realistic 3D and perform death defying missions - from medavac to aerial firefighting. Your rewards are a snazzzier copter, a tougher mission and more experiences. **CD$40**



'LINKS LS' Watch the divots fly, see the fog roll in, or watch your ball back up on a wedge shot. New control panel and easier interface, modem/network play and amazing course accuracy! **CD $46**



'ADMIRAL-SEA BATTLES' A naval conquest simulation game the combines the best of 18th century naval warfare strategy with challenging board play boasting a full musical score and integrated sound effects. **$39**

IBM ARCADE

3D Ultr Pbll Crp Nght	$42
3D Ultra Pinball	$40
Agle Warrior F111 W95	$33
Baku Baku	$26
Batman Forever	$36
Battle Slayer	$42
BattleSport	$33
Beavs Btthd Lttl Thgs	$19
Blades of Rage	$34
Bug!	$30
Bvs & Btthd Clig Drks	$19
Bvs & Btthd Wnr Takes	$19
Corpse Killer	$35
Crystal Caliburn	$27
Crystal Skulls	$27
Daggers Rage W95	$29
Deadly Tide W95	$42
Divide W95	$48
Double Switch W95	$44
Dragons Lair 2 W95	$39
Earthworm Jim 1&2	$34
Earthworm Jim W95	$29
Flux	$45
Full Tilt Pinball 2	$24
Full Tilt Pinbll W95	$24
Galaxis	$38
Gear Heads	$33
Go-Man 47	$44
Hammer Slammers	$46
Hive 2	$38
Hive W95	$35
Hodj & Podj	$25
Hyper 3D Pinball	$34
Incredible Hulk	$35
Iron Man/XO	$42
Judge Dredd	$36
Krazy Ivan	$44
Last Bounty Hunter	$32
Lobo	$34
Lode Runner Net W95	$25
Looney Labyrinth Pball	$29
MS Retrn of Arcde W95	$29

IBM ARCADE

Mnty Pythns Wste Tme	$36
Mortal Kombat 1&2	$26
Mortal Kombat 3 W95	$46
Pinball Construction Kit	$34
Pinball Fantasy Dlx	$29
Pinball Illusions	$29
Pinball World	$33
Pitfall W95	$43
Prize Fighter	$47
Pro Pinball	$37
Raw Pursuit	$35
RayMan	$43
Rebel Assault 1& 2	$29
Rebel Assault 2	$25
Revolution X	$44
Road Rash W95	$42
Rocket Jockey	$42
Scorched Planet W95	$40
Shell Shock	$34
Space Jam	$33
Space Pirates	$32
Space Runner	$42
Spud 1	$30
Squeezils	$40
Supreme Warrior	$39
Surface Tension	$30
Tanktics	$35
Tempest 2000	**$34**
Thexder 2 W95	$25
TigerShark	$42
Time Pockets	$46
Toh Shin Den	$37
Tri-Tryst W95	$24
Tunnel B1	$40
Vector Man	$39
Virtua City PD	$39
Virtua Fighter	$42
Virtual Pro Pinball	$40
WWF-In Your House	$40
Worms	$34
Worms Reinforcemnts	$25
XMen Chldrn Atm W95	$42

IBM BUNDLES

20 Wargame Classics	$20
Archives 2:Star Wars	$48
Award Winnng Wrgmes	$22
Defntve Wargme Coll 2	$34
Fntsy Gnrl Strat Bndl	$34
ID Anthology	$92
Intrply All Nghtr 2	$30
Kilrathi Saga	$34
Kings Quest Anthology	$25
Legend Kyrandia Series	$25
Leisure St Larry Anth	$25
Lost Adventures	$29
Megapak 5	**$32**
Might & Magic Trilogy	$19
Mile High Club	$26
Mystery Collection	$19
Origin Pak	$29
Pinball Gold Pak	$19
Pnzr Gen Strt Gd Bndl	$19
Police Quest Antholgy	$25
Populous 2/Pwrmongr	$15
PowerHits Battltch	$16
Prince Persia Collect	$19
Quest for Glory Anth	$25
Rapid Fire Pak	$29
SU-27 Strat Gde Bndle	$29
Sierra Family Pack	$10
Sierra Gamer Pack	$10
Sierra Kids Pack	$10
Space Quest Anthology	$25
Star Control Collctn	$19
Star Trek Emissary	$46
Take Ten	$19
The Archives 1	$27
Top 50 Games	$16
Treasures Pack	$15
Treasures Pack 2	$15
Trophy Case	$24
Turning Point	$24
Ultimate Gamers Pak	$35
Wing Comm 1 & 2 Dlxe	$32
Zool Bundle 1 & 2	$19

IBM ROLE-PLAYING

Anvil of Dawn	$34
Arch Mage W95	$48
Arena Deluxe	$47
Betrayal in Antara	$48
Cobra Mission	$29
Curse of Azure Bonds	$16
Cyber Space	$38
CyberJudas	$19
Dark Sun 2	$19
Dark Sun Online W95	$15
Death Keep W95	$39
Diablo	**$46**
Die By the Sword	$48
Disciples of Steel	$15
Dungeon Master 2	$25
Elder Scrolls 2	**$59**
Forgotten Realms	$46
Halls of the Dead	$38
Iron & Blood	$42
Knights Xentr PG13	$34
Lands Lre Thrne Chaos	$25
Lands of Lore 2	$48
Meridian 59 W95	**$34**
Pool of Radiance	$19
Pools of Darkness	$19
Ravenloft Strahd	$25
Ravnlft 2 Stn Prop	$25
Rlms Ark Shadow Riva	$45
Secret Silver Blades	$19
Serpent's Kiss	$42
Skyrealms of Jorune	$33
Star Trail	$18
Star Trek TNG Collect	$69
Star Trek TNG Fnl Unity	$46
Stonekeep	$30
Terracide	$42
Ultima 7 Series	$15
Ultima 8 Pagan	$15
Ultima 9 Ascension	$52
Ultima Undrwld 1 & 2	$15
Unlimited Adventures	$19
Wizardry Gold W95	$32

IBM SIMULATION

1943 Euro Air War	**$44**
A10 Attack	$48
A10 Tank Killr 2 W95	$48
ACS Marine Fighters	$25
ACS Navy Fightrs Gld	$34
ACS US Navy Fghtr	$47
AH 64D Longbow	$51
AH64 Flash Pnt Korea	$25
ATF Nato Fighters	$22
Accelerator W95	$44
Aces Deep 2	$48
Air Cmbt Nvy Ftrs 97	$45
Air Combat Pacific Gold	$34
Air Warrior	$19
Air Warrior 2 W95	$44
Airpower	$35
Alien Alliance	$48
Apache W95	$42
Archimedean Dynsty	$41
Armored Fist 2	**$49**
Army Air Corps 42	$48
Assault Rigs	$19
Battle of the Ironclads	$46
Battlecruiser 3000	**$45**
Big Red Racing W95	$29
Black Knight	$46
Burning Road	$44
Comanche 3	**$49**
Command Aces W95	$25
Complete Grt Nvl Btls	$32
Conquest of the Skies	$48
Dawn Patrol	$18
Daytona USA	$39
Dead End	$44
Death Drome W95	$42
Death Race	$34
Death Rally	$29
Demon Driver	$45
Descent 2	$48
Descent Bundle	$26
Descnt 2:Infnte Abyss	$48
Destruction Derby	$26

IBM SIMULATION

Destruction Derby 2	$47
EarthSiege 2 W95	$40
F-22 Lightning 2	**$49**
F16 Fightng Falcon	$48
FA 18 Hornet	$45
Falcon 3.0	$16
Falcon 4.0	$52
Falcon Gold	$52
Fighter Duel 2 W95	$39
Fighter Duel Pro Net	$38
Flight Sim ToolKit	$16
Flight Unlmtd W95	$36
Flying Corp	$42
Flying Nightmares 2	$42
Flying Saucer	$45
Flying Tigers	$42
Formula 1 Post Seasn	$40
Formula One	$44
Fury Cubed W95	$39
Ganymede W95	$44
Great Naval Battles 3	$41
Great Naval Battles 4	$43
Great Naval Battles 5	$44
Harrier 2020	$45
Havoc W95	$44
Hell Cats Over Pacif	$44
Hellbender W95	$38
Hind Helicopter	$44
Indy Car Racing 2	$48
Indy Car Rcng 2 W95	$48
Indy Car Rcng Comp	$25
Interactive Sailng	$45
Jet Fighter 3	$49
Jet Ski Rage	$39
Korean Crisis	$34
Last Dynasty	$25
M1A2 Abrams W95	$45
MS Flight Sim 5.1	$55
Max Overkill Multi	$48
McLaren at LeMans	$42
Mchwrrr 2 Ad-On W95	$29
MechWarrior 2	$46

IBM SIMULATION

MechWarrior 2 Add On	$26
MechWarrior 2 W95	$47
Mechwrrr Mercnries	**$48**
Microsoft FS 6 W95	$54
Mnstr Trck Mdnss W95	$45
Msoft FS 5 Europe 2	$40
Msoft FS5 Airbus Coll	$32
Msoft FS5 Boeing Coll	$32
Msoft FS5 Flight Shop	$52
Msoft FS5 Objct Dsgnr	$46
Mud Kicker	$45
Nascar Racing 2	$48
Nascr Rcng W Trck Pck	$47
Need Speed Gold W95	$45
Rally	$39
Red Baron 2 W95	$48
SU-27 Flanker	$30
Sail 95	$36
Sail Sim 3 East Coast	$24
Sail Simulator	$40
Sensory Overload	$42
Shattered Steel	$46
Ship of the Line W95	$44
Shock Wave Assit W95	$39
Silent Hunter	$46
Silent Hunter Patrl 1	$15
Silent Hunter Patrl 2	$15
SimCopter W95	$40
Speed Racer W/ Brain	$29
Star Rangers	$22
Starfighter	$39
Starfighter 3000	$42
Super EF 2000 W95	$40
Super Motocross W95	$33
SuperKarts	$24
Supersonic Racers W95	$34
T-MEK	$40
TFX EF2000	$45
Tank Commander Net	$19
Test Drive: Off Road	$42
The Condemned W95	$48
The Darkening	**$49**

IBM SIMULATION

Thunder Truck Rally	$4
Tie Fightr Coll	$2
Tom Clancy's SSN	$4
Top Gun Fire at Will	$4
Trophy Bass 2	$4
VMX Racing W95	$4
Viper:Oper Rd Sct W95	$3
Werewlf Vs Comnche 2	$4
Wing Commander 3	$3
Wing Commndr 4 W95	$4
Wing Commndr 5 W95	$5
Wipe Out XL	$4
World Rally Fever	$4
World of Combat	$3
Wrld Circ Gran Prix 2	$4
X-Car Exprmntl Rcn	$4
X-Wing Collector	$2
X-Wg V Tie Ftr W95	**$5**
IF-22	**$4**

IBM SPORTS

3-Decathlon	$4
ABC Monday Night FB	$5
APBA Baseball Brdcast	$3
APBA Pro Boxing	$3
APBA Sideline Sports	$1
Aaron vs Ruth W95	$3
AllStar Bsbll W95	$3
Caddy Hack Mini Golf	$3
City Golf	$3
Collg Slam Bsktbll	$4
Decathlon	$3
EuroGolf	$4
Extreme Street Hockey	$4
FIFA Intl Socc 96	$4
FIFA Soccer 97	**$4**
Fly Fishing	$3
Frank Thos Baseball	$4
Frnt Pg Gif AddOn W95	$2
Fron Pge Footbll 97	**$4**
Front Page Basebll 96	$4

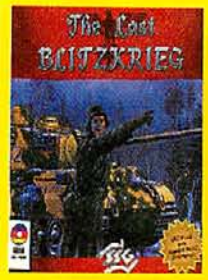
CGW12PP2

Chips & Bits, Inc. Online at
www.cdmag.com/chips.html

Call NOW to Order! Source 10789

800-699-4263

charges. Visa, MC and Discover accepted. Price/availability may change. All sales final. Call for details. Each US order will include a 6 month subscription to Computer Games Strategy Plus magazine, for which $6 of the order



'THE LAST BLITZKRIEG' will put you in the heat of Hitler's last chance at victory in the West. Detailed battles, new land combat system, operational artificial intelligence, replay feature for reliving battles. **CD$41**



'PHANTASMAGORIA 2' Craig Curtis is out, trading in his straitjacket and ready to face the world again. The inexplicable starts happening. Talking rats, bleeding photos and a computer with a vicious mind of it's own. **$54**



'MAGIC: THE GATHERING' This top selling trading card game is now; for the first time, an interactive multiplayer online computer game. It's an addictive fantasy game featuring wizards, exploration, adventure and role playing. **CD $45**



'HEROES OF MIGHT AND MAGIC II' Having crushed his enemies, consolidated his power base and eliminated dissent, Lord Ironfist settled down to rule. After 25 years the land is again thrust into turmoil. **CD$34**



'F/A-18 HORNET' There's 28 different Persian Gulf combat missions to test your skills, you can blow up everything from ammunition depots using the M61 Vulcan cannon to MiG fighters with an AIM9 Sidewinder! **CD $45**



'THE PANDORA DIRECTIVE' Travel along three different paths to any of seven different endings on your quest to dissect the unnerving mystery surrounding the Roswell UFO Crash. **6 CDs $46**



'CRUSADER NO REGRET' You are a renegade Silencer. Only your instincts, agility and firepower can get you through in one piece. Explore 10 worlds destroying everything in sight with 19 destructive weapons at your command. **$34**



'SECRETS OF THE LUXOR' Embark on a mysterious, danger ridden journey into an ancient pyramid. Spectacular 3-D images and animations come to life as you explore corridors of traps and puzzles. **CD $42**



'Albion' In the year 2227 shuttle craft crashes, and a survivor finds a world rich on flora and fauna and inhabited by intelligent beings. Explore this extensive world, with vast beauty, strange cultures and many hidden dangers. **$39**



'THIRD REICH' Six years after founding his "Thousand Year Reich," Hitler's foul hand lit a conflagration which eventually brought war to six continents and killed 40 million men, women and children. This games features WWII in Europe, Africa and the Middle East, with four scenarios, a 1939 to 1946 campaign game and modern play. **$39**



'JETFIGHTER III' You see thick smoke billowing out of your right engine. Nothing could be more real than Jetfighter III. Gripping alarms, digitized voices, engine noise, and incredible scenery. **CD $49**



'THRUSTMASTER F-16 FLCS' A versatile stick with virtually unlimited programmability. The ultimate edge for any flight sim. Offers a grip modeled after the F-16 fighting Falcon, four 8-way hat switches & a dual stage trigger. **$108**

IBM SPORTS

ront Page Golf W95	$48
ront Pg FB Pro 96	$48
Grand Slam '97 W95	$44
Greg Norman UC Golf	$46
Hardball 6	$42
Jack Nicklaus Muirfld	$40
ohn Daly Golf W95	$42
egends FB 97 W95	$43
Links LS	**$46**
inks Pro Courses ea	$19
unar Golf	$44
Madden Football 97	**$48**
Micrleague Baseball 96	$34
Mleague Footbll 3 W95	$34
NBA Hang Time W95	$46
NBA Jam Extreme W95	$42
NBA Jam Tourn Ed W95	$44
NBA Live 97	**$45**
NCAA Bball Final 4 97	$44
NCAA Champ Bsktbll	$44
NFL QB Club 97	$41
NFL Super Bowl	$39
NFL Total Control Ftbl	$45
NHL Hockey 97	**$46**
NHL Power Ply 96 W95	$41
Old Time BsballW95	$33
Open Ice	$46
PBA Bowling	$32
PBA Bowling 2	**$35**
PGA Tour 96 Sawgrass	$19
PGA Tour 96 Spnsh Bay	$19
PGA Tour 96 Wentwrth	$19
PGA Tour Golf 96	$38
PGA Tour Golf 96 W95	$37
Phoenix Soccer Arcd W95	$40
Pro Golf	$42
Rugby World Cup 95	$40
SimGolf	**$40**
Solid Ice	$38
Strange Golf W95	$39
Triple Play 97	$48
World Series Baseball	$42

IBM STRATEGY

7th Legion	**$48**
Aden Magic	$39
Admiral Sea Battles	$38
Advanced Civilization	$39
Afterlife	$46
Age of Empires	$48
Age of Sail	**$42**
Agents of Justice	$48
Allegiance	$34
Ares	$42
Ascendancy	$44
Blood & Magic	$46
Caesar 2 W95	$48
Capitalism	$42
Cave Wars	$39
Civilization 2	**$42**
Civilization Network	$25
Civilization	$19
Colonization	$25
Comm Conq Covrt Ops	$22
Comm Cnqr Rd Alrt	**$48**
Command & Conquer	$47
Commnd & Conqr W95	$48
Complete Carriers War	$42
Conquerer AD 1086	$25
Conquest Dlx	$48
Conquest New World	$46
Dark Earth Strtgy W95	$45
Deadline	$32
Deadlock	**$47**
Destiny W95	$45
Dominion	**$41**
Dune 2	$29
Dungeon Keeper	$45
Emperor of Fadng Suns	$42
Empire 2 W95	$24
Empire Dlx Mstr Ed	$22
Enemy Nations W95	$42
Exploration	$40
Fallen Haven W95	$47
Flight Commander 2	$39
Forbes Corp Rder Gme	$45

IBM STRATEGY

Free Enterprise	$45
Front Lines	$34
Galactic Mirage W95	**$41**
Gender Wars	$42
Hammer of the Gods	$28
Heroes M&M W95	**$34**
Heroes Might & Magic	$34
Heroes of M & M 2	$34
History of World	$40
Imperialism	$34
Imperium Galactica	**$46**
Into the Void	$44
Jggd Allc Ddly Gm	**$44**
Jagged Alliance	$25
Lords of the Realm 2	$48
Lost Admiral 2	$39
M.A.X.	$48
Machiavelli the Prince	$19
Magic Gathrng Stratgy	$42
Master of Magic	$35
Master of Orion	$19
Master of Orion 2	**$46**
Mighty Machines W95	$32
Mission Force	$48
New Horizons	$34
Planetary Raiders	$45
Romance 3 Kingdoms 4	$34
Second Conflict	$34
Sentient	$44
Settlers 2	**$39**
Shadow of the Emperor	$35
Shattered Nations	$46
SimCity 2000 W95	$51
SimCity 2000 W95 Net	$51
SimIsle	$35
SimPark W95/W3	$34
SimTower	$31
SimTown	$33
Space Marines	$44
Spaceward Ho! 4 W95	$24
Star Control 3	**$47**
Star General	$43

IBM STRATEGY

Starcraft W95	**$46**
Starship Troopers	$39
Syndicate Wars W95	**$46**
Wages of War W95	$29
Warcraft 2	$46
Warcraft 2 Add On	**$29**
Warcraft Orc/Humns	$29
Warhmmr Shd Horn Rt	$43
Warlords 2	$19
Warlords 2 Dlx	$41
Warlords 3	$42
Warwind	$43
Woodn Ship Irn Mn	**$39**
Worlds of Wonders	$44
Wrld Circ GP2 Manager	$29
X-Com Apocalypse	$45
X-Com Terr frm Deep	$41
X-Com UFO Defense	$19
Z	**$43**

IBM TRADITIONAL

Arcade Clscs W95	$29
Avatar Princ Conflict	$38
Avery Cardozas Casino	$24
Battleship W95	**$41**
Bridge Dlx 2 Omr Shrf	$32
Chess Wars	$38
Chessmastr Online W95	$15
Chessmates	$33
Chessmstr 5000 W95	$35
Clue	$40
Connections	$34
Dinosaur W95	$29
Game Guru	$24
Game Maker 3.0	$36
Hoyles Casno Coll	$30
Hoyles Clsc Crd Gm	$26
Incredible Mach 3	$36
Magic Gathrng W95	**$45**
Masterpiece Mansion	$39
Monopoly	$40

IBM TRADITIONAL

Mnty Pythn Hly Grl	**$39**
Muppet Treasr Island	$36
Othello	$28
Pinball Arcade	$28
Power Chess W95	$38
Puzzls of Trlbyte W95	$19
Risk W95	**$41**
Scrabble	$41
Shanghaii 2	$19
Shnghaii Grt Mom W95	$26
Shanghaii Grt Moments	$26
Simpsns Vrtl Sprngfld	$42
USCF Chess	$40
Ultimate Yahtzee	$28
Universal Neverlock	$19
Virtual Pool W95	$40
You Don't Jck Qst Pck	$20
You Don't Know Jack 2	$42
You Dont Know Jack	$30

IBM WARGAMES

Aegis	$19
Afrika Korps	$42
Aide de Camp	$45
Allied General	$28
American Civil War	$45
Battle of Austerlitz	$24
Battle of Bulge	$42
Battlegrnd Gettysburg	$32
Battlegrnd Antietam	**$42**
Battleground Ardennes	$25
Battlegrnd Shiloh	**$39**
Battleground Sinai	**$42**
Battlegrnd Waterloo	**$42**
Battles in Time	$35
Borodino Napol Invade	$24
Charge Light Brigade	$16
CincPac Midway	$26
Civil War Mst Plyr	$38
Close Combat W95	**$37**
Custers Last Command	$32

IBM WARGAMES

D-Day Amer Invades	$39
Defend the Alamo	$19
Dreadnoughts	$29
Fantasy General	$43
Fields of Glory	$14
Fifth Eskadra	$19
Fifth Fleet	$34
Fifth Flt Scen Mod 1	$19
Flight Cmmd 2 MB	$19
Gary Grigsby PW Updte	$15
Gene Wars	$34
Great Battles Alexndr	$44
Gry Grgsby's Wr Rssia	$10
Harpoon 2	$19
Harpoon 2 Admirals Ed	$48
Harpoon 2 BS2 Westpc	$19
Harpoon 2 Deluxe	$25
Harpoon 97 W95	**$44**
Harpoon Classic	$19
High Command	$19
Iron Cross	$19
Iron Cross 2	$39
Last Blitzkrieg	**$41**
Operation Crusader	$39
Over the Reich	$39
PTO 2	$34
Pacific General W95	$45
Pacific Storm Midway	$29
Pacific Storm Solomon	$19
Pnthrs Shdws Camp ea	$23
Panthers Shadows Map	$23
Panthers Shdws Map 2	$23
Panthers in Shadows	$42
Panzer General	$19
Panzer General 2	**$42**
Panzer General Online	$15
Panzerblitz	$42
Perfect Gen 2 w/Scen	$30
Point of Attack	$24
R E Lee CW Gen W95	$48
Rebel Chrg Chicamagua	$15
Red Sky Morning	$19

IBM WARGAMES

Road Sumtr Appomat 2	$29
Stalingrad	$39
Steel Panthers	$39
Steel Panthers Cmpgn	$15
Steel Pnthrs 2 W95	**$43**
TACOPS	$44
Task Force 1942	$16
Third Reich	$39
Tigers Prowl Camp 2	$19
Tigers Prowl Camp 1	$15
Tigers on Prowl Map	$23
Tigers on the Prowl	$42
V Victory Bundle	**$28**
V Victory Market Grdn	$15
V for Victory 2	$44
War College	$31
Wargame CS2 SD1-14	$15
Wargame CS3 Rifles	$42
Zulu War	$29

IBM HINT BOOKS

Betrayal in Antara	$16
Blood & Magic	$16
Civ 2 Strat	$16
Comm Conq Red Alert	$13
Dark Forces 2 OSG	$16
Diablo	$16
Duke Nukem 3D Editor	$16
Elder Scrolls 2	$13
Enemy Nations	$16
Heroes of M & M 2	$16
Into the Shadows	$16
Master of Orion 2	$16
Mech2 Mercenaries	$16
Pax Imperia 2	$16
Phantasmagoria 2	$16
Quake Authorized	$12
Rama	$16
Star Craft	$16
Warcrft 2 Bynd Drk Prtl	$16
X-wing vs Tie Fightr	$16

FREE GAME OFFER

Spend the specified amount on any in stock software and choose a free IBM game from the corresponding list below. Request must be made at time of order.

SPEND $80
Return of the Phantom 3.5, Elements 3.5, Falcon 3 Mig 29 add on disk 3.5, Origamo 3.5, ESPN Sports Shorts CD.

SPEND $160
Grandest Fleet 3.5, Riddle Master Lu CD, Jutland CD, Solitaire's Journey 3.5, Battles of Destiny 3.5

IBM BUDGET

Aegis	$19
Air Cmbt Pacfic 1942	$16
Battles of Destiny	$12
Civilization	**$19**
Conquered Kingdoms	$19
Flight Sim ToolKit	$16
Grandest Fleet	**$14**
Jutland	$19
Master of Orion	**$19**
Return of the Phantom	$16
Riddle Master Lu	$19
Simon the Sorceror	$19
Warlords 2	$19

CDM12963

#2: Force F/X

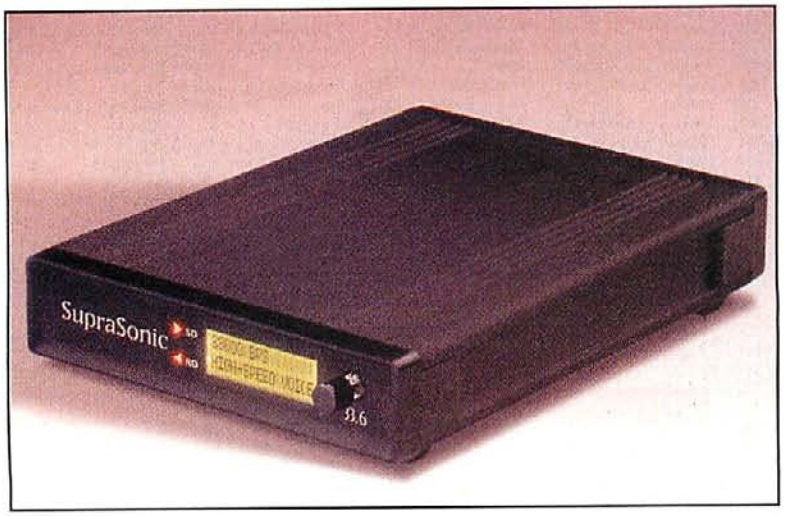


If your holiday gift target is a fan of flight simulations, a gift of a CH Products Force F/X joystick is probably the best inexpensive alternative to buying them a ride in the real thing. The handle of the Force F/X is nearly identical to the one on CH's F-16 Combat Stick, but that's where the resemblance ends. In the heavy base of the Force F/X are motors and gears that allow the stick to provide programmable resistance to your efforts to move it, similar to what you'd feel when using a joystick in a real aircraft.

When using the Force F/X with FIGHTER DUEL, for instance, you not only feel resistance when you attempt to turn the plane at high speeds, but you also feel the constant vibration of the plane's motor. Fire the guns and the stick jerks with recoil. Similarly, the driving game NEED FOR SPEED SE lets you feel the textures of the ground you're driving over—a slight hum on the highway, and a constant bumpiness on off-road tracks. At a price similar to that of a high-end flight stick, the added realism afforded by the Force F/X is a bargain.

$150, CH Products, (619) 598-2518, www.chproducts.com

#3: SupraSonic 336V +



The SupraSonic 336V+ is Diamond's high-end modem, and since fast-paced games tend to mercilessly pummel modems with data, this unit will move your online adventures along nicely and is worth the extra bucks. The SupraSonic 336V+ is an external Plug-and-Play modem, and Windows 95 detects it sans hiccups and installs the appropriate driver. The unit also works swimmingly under DOS, and helped keep head-to-head play pretty smooth in a variety of DOS titles.

With its 33.6-Kbps maximum data rate, the SupraSonic will negotiate down to 28.8 Kbps when connecting to those modems. But as more 33.6 Kbps modems hit the streets, you'll be ready and waiting. Mediocre phone line conditions may sometimes force connection speed down to 28.8 Kbps or lower, but as more 33.6 Kbps units ship, connection speeds will hopefully head north.

SupraSonic's ROM can easily be flash-updated when new firmware revisions are released. Another cool feature: an LCD display, which displays what the unit's doing—dialing, negotiating—and the type of connection that's been established.

Given its ease of installation, LCD display unit, and good performance running DOS titles, the SupraSonic makes a great gift for the pathological online gamer in your life.

$289, Diamond Multimedia, (800) 727-8772, www.supra.com

#4: Jaz Drive

No matter how much hard drive space you add to your system, programs will expand to fill it. Even with today's games shipping on CD-ROM, some still require as much as 75 MB of your precious hard drive space. Add a couple of these monsters to your gaming regimen and you'll be seriously squeezed for space. Iomega's Jaz Drive cures this problem by offering you practically infinite storage.

The Jaz Drive is a one-gigabyte cartridge-based hard drive. This SCSI device looks just like the 100-megabyte Zip Drive (itself a great gift value at $150 or less), but the resemblance ends there. Where the Zip offers expandable storage in small increments, with a small speed penalty, the Jaz Drive is as fast as a standard internal hard drive. One-gigabyte Jaz cartridges sell for under $100, allowing easy expandability in large increments. You can install games on a Jaz cartridge, or even copy an entire CD to a Jaz disk if you want to speed loading or smooth animation playback.



If your PC isn't equipped with SCSI, you'll also want to pick up Iomega's PCI Jaz Jet SCSI card. Although hard drive prices have plummeted, even a big, inexpensive drive adds only a fixed capacity. If you never want to run out of space again, it's time to play with Jaz.

$399 (internal), $499 (external), Iomega, (800) MY-STUFF, www.iomega.com

#5: Dynamite 128/Video



Face it, DOS games still outnumber Windows 95 titles by a considerable—though shrinking—margin. Most current Windows 95 games only support Microsoft's 2D DirectDraw API or the older WinG library, so it makes a certain amount of sense to get a very fast DOS card that is also a capable Windows performer. Enter the Hercules Dynamite 128/V.

There is no faster DOS card on the market. The Tseng ET6000 chipset uses MDRAM (Multibank DRAM), speeding memory transfers along to the tune of 600+ MB/sec on the card. Windows performance is less spectacular, but we expect Hercules will deliver better-tuned drivers over time as they've done in the past.

Installation is straightforward: plug the card into a free PCI slot, boot to Windows and run the supplied installation utility—the CD-ROM even has an AutoPlay script. In a departure from the standard "let's add five tabs to the Display Properties control panel" approach, Hercules gives you a single page, all-in-one Windows utility for configuring the card.

The capper: the card is fairly inexpensive: $159 for 2 MB. Pairing this card up with the Righteous 3D would be a difficult combo to beat.

$159, Hercules Corporation, 1-800-532-0600, www.hercules.com

#6: GrIP



Gravis' GrIP technology is changing the face of action-based gaming for the PC. Similar to Sega's Saturn devices, GrIP controllers sport six main buttons and two top buttons. Designed with adult hands in mind, the controllers' buttons and directional thumb pad are responsive, and feel great.

The stealth-bomber shaped Multiport consists of four 9-pin GrIP sockets and two "pass-through" 15-pin ports for garden-variety joysticks, though you can't use both types of controllers at the same time. The GrIP Sports Pack ships with a Multiport, two GrIP controllers, and Electronic Arts' NHL Hockey '96. An additional benefit: no more contortion acts trying to get at your sound card's game controller port whenever you want to switch joysticks.



Installation is a snap. After connecting the PnP Multiport into your joystick port, run the Win 95 and DOS installation programs, and the GrIP is good to go. Also included are utilities to reprogram the GrIP for DOS games.

There are a growing number of DOS titles shipping that directly support GrIP, and a DirectInput driver makes newer Win 95 titles playable with GrIP as well.

$120, Advanced Gravis, (604) 431-5020, www.gravis.com

#7: Toshiba 12X CD-ROM

In the faster-than-a-speeding-bullet department, we have three new 12X CD-ROM offerings from Toshiba. To put things in perspective, these drives' 1.8 MB/sec data rate is on par with good EIDE hard drives, a far cry from the faint trickle of 150 KB/sec the first CD-ROM drives could barely muster.

Two of these new drives are internal units that install into a 5-inch drive bay, the only difference being the XM-5701 is a SCSI-2 device, whereas the XM-5702 is an EIDE drive. The third model, the TXM-5701, is an external SCSI-2 drive.



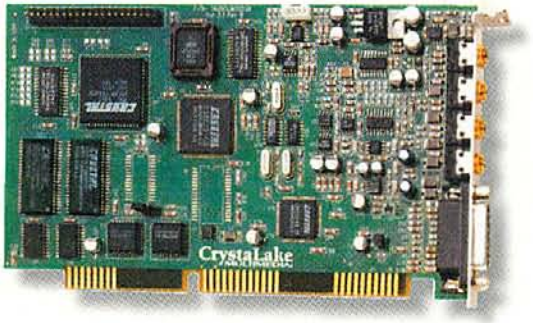
What do these drives bring to the party for gamers? Gone will be lengthy installations that leave you with enough time to finish the last half of *War and Peace*. Also, new scene load times when starting a new level will be greatly reduced. What's even more impressive about the Toshiba drives is their price: $195 for the SCSI-2 XM-5701, $165 for the internal EIDE XM-5702. With their aggressive pricing, these new units will greatly reduce CD-ROM file transfer times, and increase your quality time with friends and family and...well, maybe not. But check 'em out.

$165 (IDE), $195 (SCSI), Toshiba, (714) 457-0777, www.toshiba.com

#8: Multimedia Series 140

There haven't been a lot of advances in audio card design in the last several years, but there has been some progress in improving current technologies. The Crystalake 140 is a perfect example of such incremental improvements. At a street price of about $230, you get some of the cleanest digital audio around, true full-duplex input/output and a very solid General MIDI synthesizer with 4 MB of wavetable ROM.

The Achilles' heel of the Crystalake is installation. Because it's a Plug-and-Play (PnP) card, it has some problems with systems running an early Award PnP BIOS, which had a bug. An updated BIOS or disabling PnP fixes the problem.



Once running, though, this card sounds beautiful. The digital audio is free of hiss and noise, and the General MIDI patch set is on par with dedicated Roland or Yamaha wave table daughterboards. The Crystal chip-set supports Sound Blaster Pro emulation in hardware, but games which support the card directly will run in full 16-bit stereo.

Currently, the only way to order the card is through mail order, either from Chips and Bits, 4CDS (http://www.4cds.com) or Computer Express at (800) 228-7449.

$229,Crystalake Multimedia, 1-503-222-2603, www.crystalake.com

Unlock the legend of the Knights Templar.

And discover a secret too frightening to unveil.

CIRCLE OF BLOOD



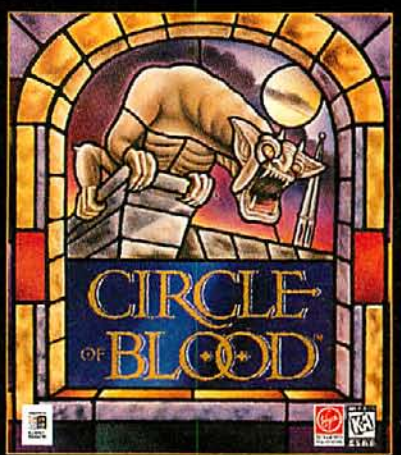




"With its lush, detailed animation, *Circle Of Blood* resembles the classic arcade game *Dragon's Lair*. But it seems this time the game will play as good as it looks."
– CD-ROM TODAY

- High resolution animations hand drawn with painstaking detail by Don Bluth Studios alumni *(All Dogs Go To Heaven* and *An American Tail)*
- Features a cinematic musical score from the talents of soundtrack producer Barrington Phelong *(Truly, Madly, Deeply* and *Nostradamus)*
- Available for Windows® 95/DOS CD-ROM and MAC CD-ROM

American George Stobbart happens into a Parisian cafe one afternoon because he wants a cup of coffee. But after a clown delivers a plastic explosive that blows the place to smithereens, all George Stobbart wants are some answers.



Buried deep beneath the bodies and the rubble of that explosion lies a fourteenth century medieval order called The Knights Templar. Only you can unlock the secret of this intriguing historical adventure and stop the vicious conspiracy that threatens to reshape the world.

Virgin Interactive entertainment

REVOLUTION

KIDS TO ADULTS K-A CONTENT RATED BY ESRB

Designed for Microsoft Windows 95

©1996 REVOLUTION SOFTWARE LTD. All Rights Reserved. *Circle of Blood* is a trademark of Revolution Software Ltd.
Published by Virgin Interactive Entertainment, Inc. Virgin is a registered trademark of Virgin Enterprises, Ltd.
Microsoft, Windows and the Windows Logo are registered trademarks of Microsoft Corporation.

#9: SpaceOrb 360



In the days of WOLFENSTEIN 3D, the keyboard was the controller of choice. But for new titles like QUAKE, DESCENT II and DUKE NUKEM 3D, the keyboard/mouse combination rules. SpaceTec has a different idea with their SpaceOrb 360: a controller that provides that same functionality, and becomes the *sole* device for playing 3D action titles.

SpaceOrb 360 features a "power-sensor" orb that can be pushed, pulled, and twisted around; and also has six programmable buttons.

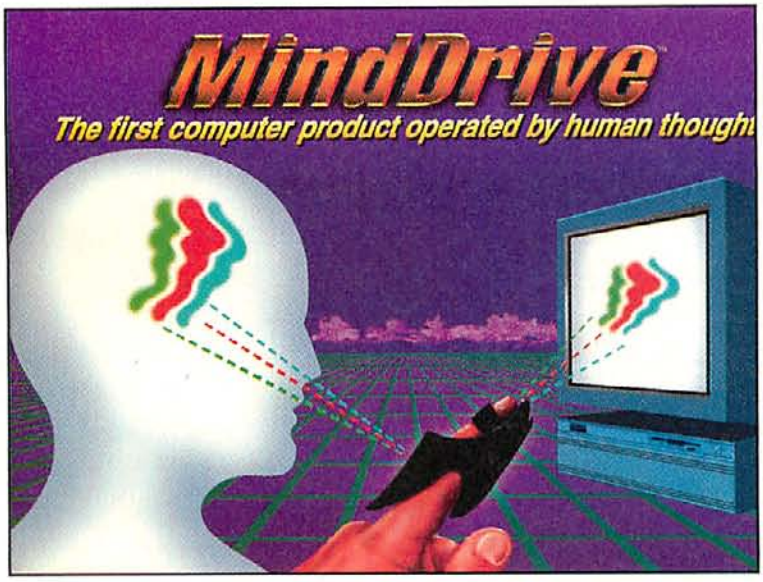
Sound weird? We thought so too, until we played with it. There is a learning curve to climb, but its Trainer utility will help you get acclimated, and once you get going, you may never go back. After some initial fumbling around, we were able to circle strafe with *extreme* ease in DUKE NUKEM 3D, and could easily outmaneuver robots in DESCENT II.

One downside: SpaceOrb 360 needs a free COM port, which becomes tricky if you've already got both ports in use with a mouse and modem.

With a little patience, SpaceOrb 360 can be a terrific controller for 3D titles, and Windows 95 support means you can drive newer titles as well.

$99, SpaceTec IMC, (508) 970-0330, www.spacetec.com.

#10: MindDrive



Another entry in the unorthodox controller arena is perhaps the most intriguing controller we've ever seen. With MindDrive, you can actually drive simple games with your thoughts. It does take some getting used to, but it's a little unnerving to have MindDrive's games actually respond to movement commands you're *thinking*, without a keyboard or mouse. Admittedly, the current technology is somewhat limited, and it can't yet be used to drive more complex titles. But the upside there is that MindDrive can't upload your naughty musings to the FBI either.

How does it work? There's a sensor that attaches to your index finger, and from that MindDrive reads in bio-electric patterns, and is able to interpret these patterns as you think certain thoughts. So MindDrive isn't "reading your mind" per se, but rather has a pretty good idea what's going on. But, attention all prevaricators: one of MindDrive's applications, FIB, is an excellent lie detector.

There are currently ten MindDrive titles shipping, ranging from a skiing action game to an application that makes music based on your thoughts. Unfortunately, MindDrive can't drive more conventional game titles yet, though that may be in the offing. It's a technology which, if refined, has tremendous potential to change how we interact with our machines.

$149.95 with two titles, The Other 90%, 1-800-706-0456, www.other90.com.

ALLIED GENERAL™

REPORTING FOR DUTY ON THE PLAYSTATION™ GAME CONSOLE!

PANZER GENERAL took the gaming world by storm. It established an entirely new game category, prompting *Computer Gaming World* to call it, *"...such fun that even non-wargamers are likely to find themselves hooked."*

Now, prepare to become an ALLIED GENERAL. Volume II in SSI's premier *5-Star Series*™ has you in its sights — and this time the battlefield is the state-of-the-art PlayStation™ game console!

Like its award-winning predecessor, success depends on your effectiveness as a leader. Play 3 campaign games as an American, British or Russian General against the German army. Or choose over 35 scenarios that let you play as either the Allied or Axis side. Watch your forces grow with each victory. Use new troop types such as Finnish ski troops. Engage in a little conjecture: several what-if scenarios include Churchill's never-realized invasion of Norway — *Operation Jupiter.*

With so many choices, your abilities will be tested as never before! All of this and more await your challenge. Welcome to the next generation of strategy gaming!

Visit us on the world wide web:
www.ssionline.com











ALLIED GENERAL.
The excellence continues.

To Order: call 1-800-601-PLAY with Visa/MC (North America only).

ALLIED GENERAL and PANZER GENERAL are trademarks of Strategic Simulations, Inc. ©1995 Strategic Simulations, Inc., a MINDSCAPE Company. All rights reserved. PlayStation™ and the PlayStation™ logo are trademarks of Sony Computer Entertainment, Inc.

SSI®
A MINDSCAPE® COMPANY



KIDS' STUFF

by Charlotte "The Elf High Commander" Panther

As the entertainment software industry continues to grow, you'll find stores devoting more and more shelf space to "edutainment" titles, each one promising to teach your kids, reading, 'riting and 'rithmetic in ways you've never seen before. But beware: We've discovered, all too often, that when developers concentrate on emphasizing the educational element, gameplay is frequently sacrificed in the process. The results: achingly dull, repetitive activities labeled as games. This year we've tracked down a terrific selection of original and challenging games that parents can feel good about. With strong story lines, high-quality graphics and fascinating characters, these products promise to entertain your children, time after time. And while most of these programs focus strongly on gameplay, your kids will definitely learn some things along the way.

#1: Pajama Sam

In "No Need To Hide When It's Dark Outside"

Are you afraid of the dark? If so, you'll appreciate the enormous challenge Sam has ahead of him. For the first night ever, he must prove his valor by sleeping with the lights out. But how can poor Sam sleep, knowing that Darkness is lurking in his closet? What would his hero, Pajama Man, do in this situation? He'd capture Darkness, of course. And that's exactly what Sam decides to do. In order to succeed on his quest, Sam will need *you* to help him locate his Superhero tools: a mask, cape, flashlight and his Pajama Man lunch box. When Sam steps into his closet to begin his search, he discovers a fantastical world on the other side of the door. The landscape of this wonderfully, eerie place certainly has a nightmarish quality to it, but don't worry about your kids being frightened: They'll be in point and click heaven when they discover all the secrets hidden in the realms of this enchanting land. Remnants long ago discarded to the back of your closet, like a baseball bat and ball, miraculously come to life and interact with each other when you click upon them; French fries sing Frere Jacques, and you'll be amazed to see how furniture boogies, when it thinks no-one's looking. With all this entertainment, it's easy to forget that you're on a mission, but poor old Sam will soon cry out for your help, when a clump of trees hold him up for customs. His much cherished Superhero tools are confiscated, and wind up being scattered all over the realms of Darkness. As you venture through landmines and underground rivers on the way to Darkness' house, you'll make friends with characters like the lovable Otto, a little wooden boat, who thinks he can't float, and Carrot X, a freedom-fighter from the Vegetable Liberation Front. You may even be invited to join a game of cheese and crackers: Tic-tac-toe, with edibles.



The latest in Humongous's "Junior Adventure" series, this wonderfully executed adventure game is intended for children age 3-8 and will succeed in entertaining, right across that range. Younger kids who are not yet capable of understanding all the elements of gameplay will be fascinated by the sheer amount of activity they can control by clicking on the screen. Older kids will be challenged by this fairly sophisticated adventure game. Replayability is unlimited, since each time you start a new game the gameplay changes. Not only will you have to search for your Superhero tools in different places, you'll also encounter new characters and discover different environments. Humongous has come up with a winning combination: The captivating landscape, amiable characters, upbeat sound track and endless gameplay variations will delight every member of your family.

$39.95, Humongous Entertainment, (800) 499-8386 or (206) 486-1212, www.humongous.com

NECRODOME™



ACTUAL GAME SCREEN

▶ NECRODOME™ is real-time, 3D, futuristic motorized mayhem. Drive a powerful, armored vehicle bristling with mega-weapons. Win or die in 30 extremely daunting arenas.

▶ Cooperative play lets two players man a single vehicle — one can drive and the other can blast anything that moves! If your ride gets thrashed, don't give up — run for your life, commandeer another vehicle or continue the battle on foot!

▶ Head-to-head and cooperative play via modem and network has never been easier. Boot up, log on and head out for more gut wrenching action than you can handle!

NECRODOME.
The Drive to Survive.



Windows® 95 and PlayStation™ CD-ROM

MINDSCAPE®

AN SSI PRODUCTION

DEVELOPED BY RAVEN

PlayStation

MATURE M AGES 17+

©1996 Mindscape, Inc. All rights reserved. Mindscape is a registered trademark and its logo and Necrodome are trademarks of Mindscape, Inc. Windows is a trademark of Microsoft Corporation. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment, Inc. All other trademarks are the property of their respective holders. Call 1-800-771-3772 for information on Game Ratings.

PLAY DIRTY!









- Thousands of evil orcs have landed in the big city—make sure they get a rude welcome!
- Choose a dwarf (Greg, Taconac or Corthag) and one of their trusty weapons (baseball bat, bowling pin or shotgun).
- Blast, bludgeon or seven-ten split hordes of villians in the Bronx, then rescue four genius kids taken by a sinister general.
- Alternate between the dwarves on the fly to unleash special moves or combine them for fast attacks in "brawl mode" or "morph dwarf."
- Three Dirty Dwarves delivers non-stop head smashing action with a high-energy sound-track and a look all its own!

Three Dirty Dwarves™ for Sega Saturn™ and Windows® 95

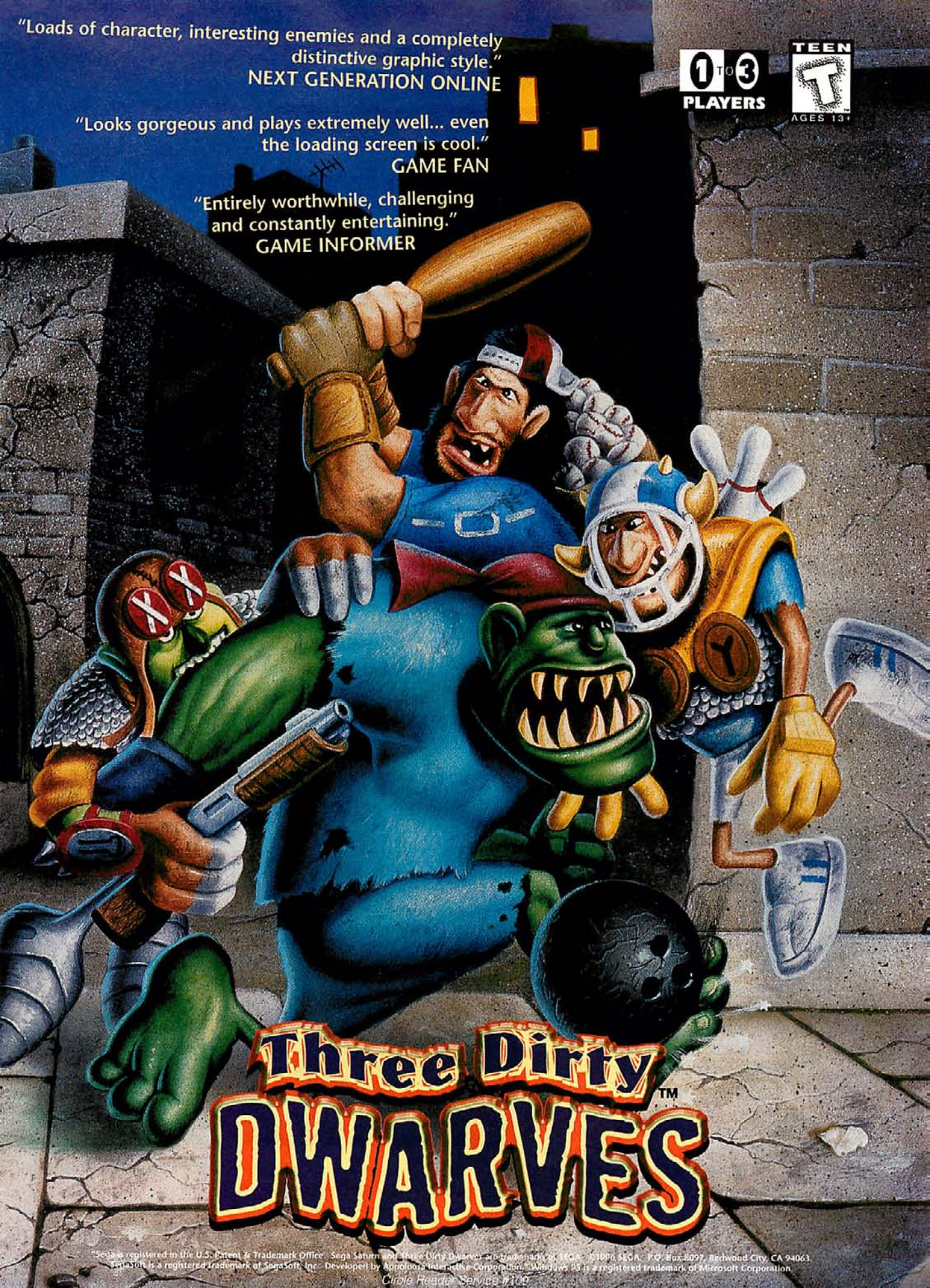
SEGA SATURN™

MICROSOFT® WINDOWS® COMPATIBLE

For a free demo or to order Three Dirty Dwarves direct, call 1-888-SegaSoft • www.segasoft.com

Appaloosa Interactive

SEGASOFT



"Sega is registered in the U.S. Patent & Trademark Office. Sega Saturn and Three Dirty Dwarves are trademarks of SEGA. ©1996 SEGA. P.O. Box 8097, Redwood City, CA 94063. SegaSoft is a registered trademark of SegaSoft, Inc. Developed by Appaloosa Interactive Corporation." Windows 95 is a registered trademark of Microsoft Corporation.

Circle Reader Service #109

#2: Iz and Auggie: Escape from Dimension Q

Looking for a product with a sassy heroine? Meet Iz, a teen with attitude, and fellow band member Auggie, a robot with some musical talent, but whose forte is mucking things up. Suddenly whisked away to the mysterious Dimension Q, their mission is to rescue other secret agents, recover stolen music from slimy record producer Cosmo LaRue, and figure out the code that will launch the XT-10 probe, so that they can return home. On your interdimensional journey, you'll help Iz and Auggie avoid Qubic Pentameter security guards, unscramble cryptic messages, and use your musical skills to escape some sticky situations. The great thing about this game is that you don't have to complete one puzzle before moving on to the next one, so if your kid's really stuck, they can try again later. If you do this too many times, however, it *will* affect your chances of completing the final puzzle successfully. Designed for ages ten and above, Headbone once again delivers an original plot, entertaining puzzles that advance the storyline, and a cast of intelligent, vivacious characters.



$30.00, Headbone Interactive (800) 267-4709 or (206) 323-0073, www.headbone.com

#3: Madeline: European Adventures

If you ever run into trouble while on vacation, shout out for Madeline. The petite red-headed orphan has a unique ability to find whatever you need to get things done. In her latest adventure, a thief has stolen a magic lantern from Madeline, and the fearless little girl is planning to chase him across Europe, in order to get back the lamp and rescue the genie. You must help Madeline find the items she needs for her trip: a passport and current photo, some money, a train ticket and all the pieces of the map the thief dropped. As she passes through each country, Madeline somehow manages to save the day. In Switzerland, the train makes an unscheduled stop, and Madeline undertakes a special journey to find the best chocolate in the land, so that the train chef can make his famous dessert. As you wander in and out of different countries, you'll hear snippets of different languages. Look out also for Madeline's language game, which allows you to practice your French or Spanish by matching foreign words with pictures. The exceptional illustration, shown off to its full potential in MADELINE: EUROPEAN ADVENTURES, completes the package beautifully.



$40.00 Creative Wonders, 800-kid-xprt or (415) 482-2300, www.cwonders.com

DRIVING. SHOOTING. SLAMMING. LOUD MUSIC.

NO, IT'S NOT THE L.A. FREEWAY.







IT'S SLAMSCAPE.™

With fast-action gameplay inside an ***interactive soundtrack*** by ***God Lives Underwater*** and the ***fastest real-time 3D graphics*** available, it's like taking the scenic route to hell and back. Battle your own private demons at ***lightning speed.*** And thrash your head off in ***360 degrees*** of pure danger.

AVAILABLE ON: PC CD-ROM & THE PLAYSTATION™ GAME CONSOLE

Featuring the music of GOD LIVES UNDERWATER as seen on MTV.

SlamScape™

RATING PENDING RP CONTENT RATED BY ESRB

AN MTV / VIACOM NEWMEDIA PRODUCTION

www.viacomnewmedia.com

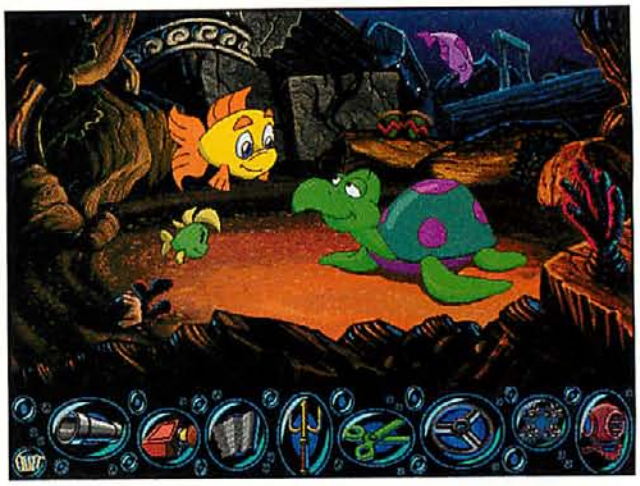
Circle Reader Service #176

CALL 800-469-2539 TO ORDER.

DEVELOPED BY VIACOM NEWMEDIA

© 1996 Viacom International Inc. All Rights Reserved. Viacom New Media, MTV - Music Television, SlamScape and all related titles, logos and characters are trademarks of Viacom International Inc. PlayStation is a trademark of Sony Computer Entertainment, Inc.

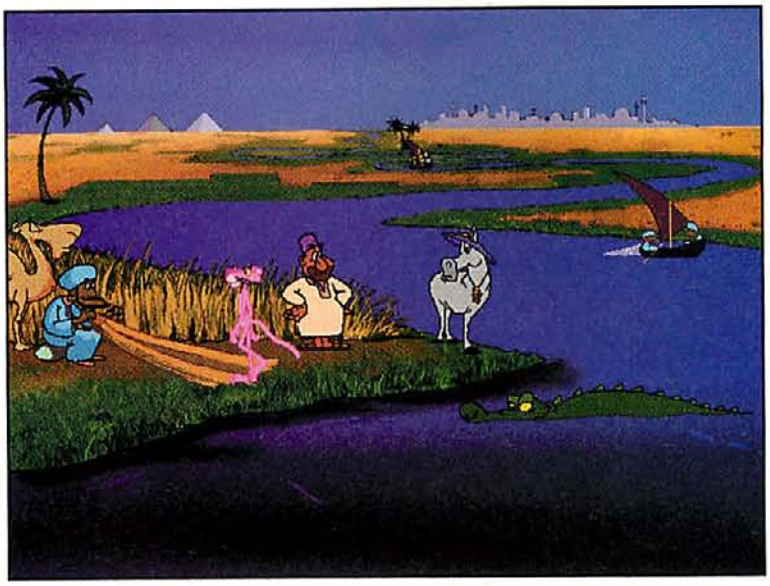
#4: Freddi Fish 2: The Case of the Haunted School House



Freddi Fish and her pal Luther are called upon to save the day when a mysterious spook takes up residence in their schoolhouse, terrorizing the guppies and stealing their toys. The fearless friends endeavor to capture the underwater phantom by setting a trap, but they need *your* kids' help. This "Junior Adventure" allows children to explore a fascinating subterranean world while searching for the objects Freddi needs for her trap. Kids will be delighted to discover that practically every inch of the screen conceals a surprise. Click on a rock, and you may make the acquaintance of a tap-dancing fish. Be sure to pick up everything you can: some items will be used for the trap, while others may be useful to bargain with. You'll meet a colorful cast of characters including Barnacle Bob, the octopus, and Mr. Triple Fin, the Janitor of the Ocean, and watch out for the notorious Squidfather. Although it's aimed towards ages 3–8 years, don't be surprised if you find your older kids playing this challenging game. As with PAJAMA SAM, the great thing about FREDDI FISH 2 is that each time you start a new game, the combination of items you need for the trap is different, so kids (and parents) will enjoy playing it over and over.

$39.95, Humongous Entertainment, (800) 499-8386 or (206) 486-1212, www.humongous.com

#5: The Pink Panther's Passport to Peril



The Pink Panther has been assigned an important undercover assignment. The mission will require extensive international travel and you'll liase with extremely influential people. Translation: You have to help Pink watch over a bunch of precocious kids at summer camp, the sons and daughters of ambassadors. The cool cat soon finds an excuse to leave the camp, though. Pretty soon, he's jetting around the world, visiting the kids' native countries, and returning with gifts to make them feel at home. Wanderlust may not be far wrong when they list their target audience as aged 8 to 108. This classic adventure game is challenging enough to maintain an adult's interest, and it provides a steady supply of humor that may well go right over kids' heads. There are plenty of attractions for children, though, including a database packed with cultural information about different countries, that can be accessed at any time during the game. You'll learn even more about the countries, as you join Pink on his journey across the earth. The only disappointment? This was the first time I recalled hearing the Pink Panther speak, and he didn't sound quite like I'd anticipated. Oh well, guess I just like those strong, silent types.

$49.95, Wanderlust Interactive, (212) 965-9770, www.wanderlust.com

THINK ONLY THE STRONG SURVIVE? THINK AGAIN!

AND AGAIN.
AND AGAIN.
AND AGAIN.

DEUS

Introducing DEUS, the 3D role-playing game that requires both brains and brawn.

- Your Identity: 22nd century bounty hunter
- Your Goal: save the scientific community on the planet Alcibiade from terrorists
- Your Obstacles: 40 predators; 5 lunatic terrorists; mind-bending puzzles; your own life parameters (health, energy, food)
- Your Strategy: Kill. eat. Kill. sleep. Kill. tend wounds. Kill...
- Your Weapons: anything from spears to rocket launchers
- Your Bonus: 2 play modes - role playing and arcade



Don't joke about his height or he'll bash in your kneecaps.



Amputation, just what the doctor ordered.



On second thought, maybe you shouldn't have skinned her babies.



If he only had a heart, then you could rip it out.

Website:
http://www.readysoft.com

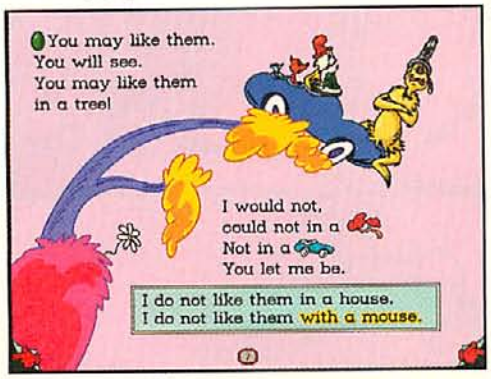
READYSOFT

©1996 Silmarils - All rights reserved. DEUS is a trademark of Société Silmarils.
Distributed by ReadySoft Incorporated.

Silmarils

#6: Green Eggs and Ham by Dr. Seuss

Living Books has truly succeeded in bringing to life Dr. Seuss's wonderful tale of Sam-I-Am, the grouch, and a most unusual dish. Children will be delighted to follow Sam as he chases the old grouch through the richly animated Seussian world, expounding the glories of green eggs and ham. The more the grouch protests, the harder Sam-I-Am persists, until he finally persuades the grouch to taste the dish. The grouch discovers that he does indeed like green eggs and ham. This is one of the few books that adapts perfectly to multimedia. Had it just been a story, the product would have worked, but Living Books has created an interactive adventure, hiding secret delights on every page. If your child is just learning how to point and click, this storybook will delight them. Click on a the word *eggs,* and a picture of eggs will be revealed. Click on Sam-I-Am's hat and you'll see another surprise. Older children will enjoy the three games incorporated into the book. The "Mouse in a House" game requires your child to match up objects of the same color. "The Fox in a Box" game helps kids to create words or sentences of the same family—e.g., pig, wig, fig—and Sam-I-Am's rhyming game asks children to match up words that rhyme. And *everybody* will enjoy hearing this wonderful story one more time.



$29.95, Living Books, (800) 397-4940, www.livingbooks.com

#7: Elroy Hits the Pavement



If you've met Elroy before, you'll know that this plucky 10 year old has developed a habit of being in the wrong place at the wrong time. In ELROY HITS THE PAVEMENT, our hero goes looking for his hound-dog, Blue, and finds himself mixed up with the mob.

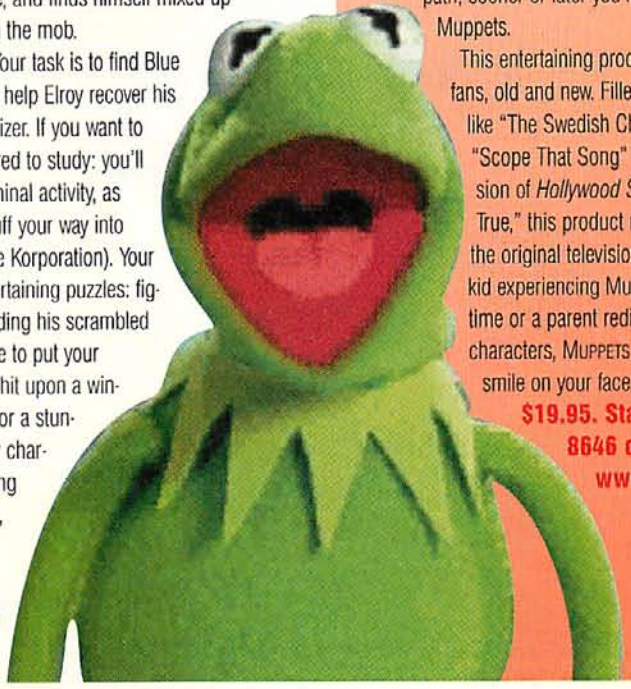
Your task is to find Blue and help Elroy recover his missing science project, the Canine Revitalizer. If you want to get to the bottom of this mystery, be prepared to study: you'll have to answer questions on historical criminal activity, as part of the mobster's initiation test, and bluff your way into MUCK (the Mysterious Underground Crime Korporation). Your journey will be laced with original and entertaining puzzles: figuring out how to unlock Blue's cage, decoding his scrambled doggy messages—you'll even get a chance to put your chemistry skills to the test. Headbone has hit upon a winning formula: the unusual graphics make for a stunning gameplay environment, and the gutsy characters will have both kids and adults running back for more. No wonder folks are asking, "What the heck will Elroy do next?"

$49.95, Headbone Interactive, (800) 267-4709 or (206) 323-0073, www.headbone.com

#8: Muppets Inside

Have you noticed anything strange about your computer lately? Do you sometimes hear peculiar sounds coming out of your hard drive? Somehow, a gaggle of Muppets have managed to get lost inside your system, and Kermit needs your help to rescue them. Hop aboard the Databus and put on your thinking cap, because the only way you can rescue your fabulously fuzzy friends is to solve an assortment of puzzles, games and quizzes starring your favorite Muppet characters. Answer correctly and you'll clear the debris blocking your path; sooner or later you'll discover nine missing Muppets.

This entertaining product will delight Muppet fans, old and new. Filled with hilarious puzzles like "The Swedish Chef's Kitchen of Doom," "Scope That Song" and the Muppet's own version of *Hollywood Squares,* "Trivial ... but True," this product maintains all the appeal of the original television show. Whether you're a kid experiencing Muppet mayhem for the first time or a parent rediscovering these boisterous characters, MUPPETS INSIDE is sure to put a smile on your face.



$19.95. Starwave, (800) 457-8646 or (206) 957-2000, www .starwave. com

35 More Reasons To Buy Descent II™

20 New Levels

10 New Enemy Robots

Mission Builder/Level Converter/Robot Texture Editor

Original Descent II Plus The 3D Accelerated Version

And You Need Something To Do Until Descent III Releases

"A Perfect 10!"
Computer Player



"One of the best gets better"
BOOT/CD-ROM Today



"The sequel of the year"
Computer Game Review



"5 out of 5 Stars!"
Computer Life

This Time, You're Going All The Way Down



DESCENT™ II

THE INFINITE ABYSS

Descent II: The Infinite Abyss, Includes the award winning Descent II with an optional 3D accelerated version and the all new Vertigo Series. With 50 levels, 40 enemy robots, easy to use utilities like the Mission Builder, Level Converter and the Robot Texture Editor your Descent experience is infinite.

Interplay

BY GAMERS. FOR GAMERS.™

www.interplay.com

Circle Reader Service #113

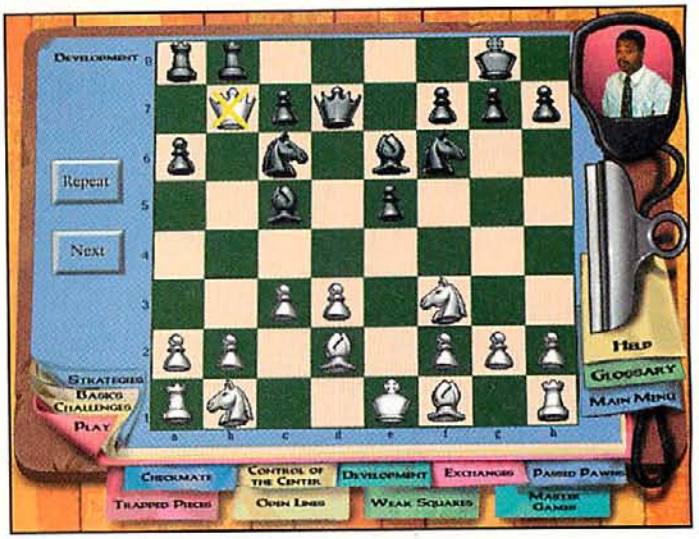
Descent © 1996 Parallax Software. All rights reserved. Mission Builder © 1996 Interplay Productions. All rights reserved. Descent, 360°, and Interplay are trademarks of Interplay Productions. All rights reserved. Portions of Mission Builder © 1996 Bryan Aamot. All rights reserved.

INTERPLAY PRODUCTIONS 16815 VON KARMAN AVE. IRVINE, CA 92606

TEEN T AGES 13+

Descent II Developed by Parallax Software

#9: Maurice Ashley Teaches Chess



While Maurice Ashley Teaches Chess is an excellent chess guide for beginners and intermediate players of all ages, Ashley's comprehensive and entertaining approach makes this teaching tool an obvious choice for kids new to the game. Ashley manages to simplify classic chess moves by translating them into familiar analogies: don't be surprised if you hear about pawns scoring a touchdown, while football quarterbacks or soccer goalies defend their territory. The user-friendly interface will allow your kids to explore everything from learning how a piece moves to surveying the board while Ashley talks them through a master game. And with its highly competitive advanced levels, you can be fairly sure that this is one game kids will not easily outgrow.

$49.95, Davidson & Associates/Simon & Schuster, (800) 457-8357 or (310) 793-0600, www.davd.com

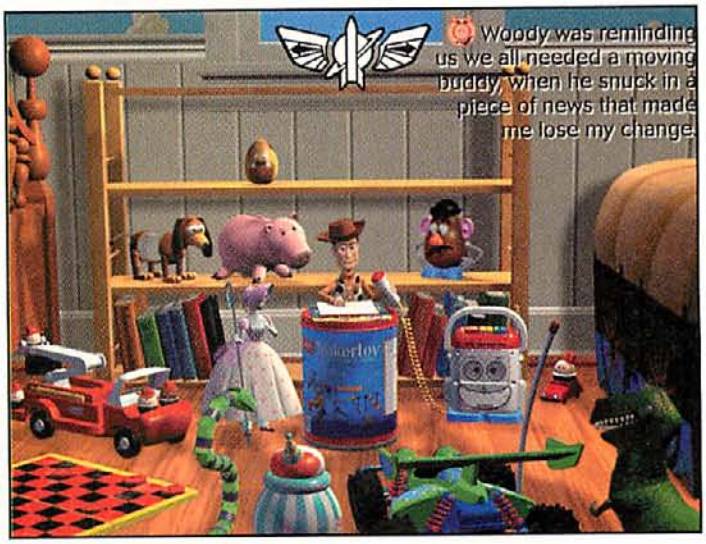
Other Suggestions

These are the products that didn't quite make our Top Ten list but are still worth checking out. If you're searching for something inoffensive, yet appealing to older kids, take a look at RoboQuest from Philips Media. Set in a Doom-like environment, players must construct their own robot to conquer ghosts, ghouls and other scary monsters and rescue the townschildren from an evil witch.

If your kid's a die-hard Muppet fan *and* likes adventure games, then Muppet Treasure Island is certainly worth a look, although I felt it needed a few more doses of the distinctive wackiness that made *The Muppet Show* such a great success.

If you don't have a problem with a rambunctious rodent teaching your kids, check out Sega's Sonic's School House. The blue hedgehog has had a career change and an attitude adjustment. In his new role as teacher, Sonic will encourage your kids to practice reading, spelling and math through gameplay. First one to answer correctly gets a gumball.

#10: Toy Story Animated StoryBook



The Toy Story Animated StoryBook delivers the same lively animation, charm and humor that made the film a hit. Kids will enjoy interacting with their favorite characters, while parents will find that the revised dialogue and story line provide an entertaining alternative to re-watching the video. While recommended for kids aged 3-9, certain CGW editors are known to be enchanted by this product. If you enjoyed the movie, the Toy Story Animated StoryBook will entertain you further—no matter how old you are.

$59.95, Disney Interactive, (800) 900-9234, www.toystorybook.com



All men are created equal. This is what separates them.





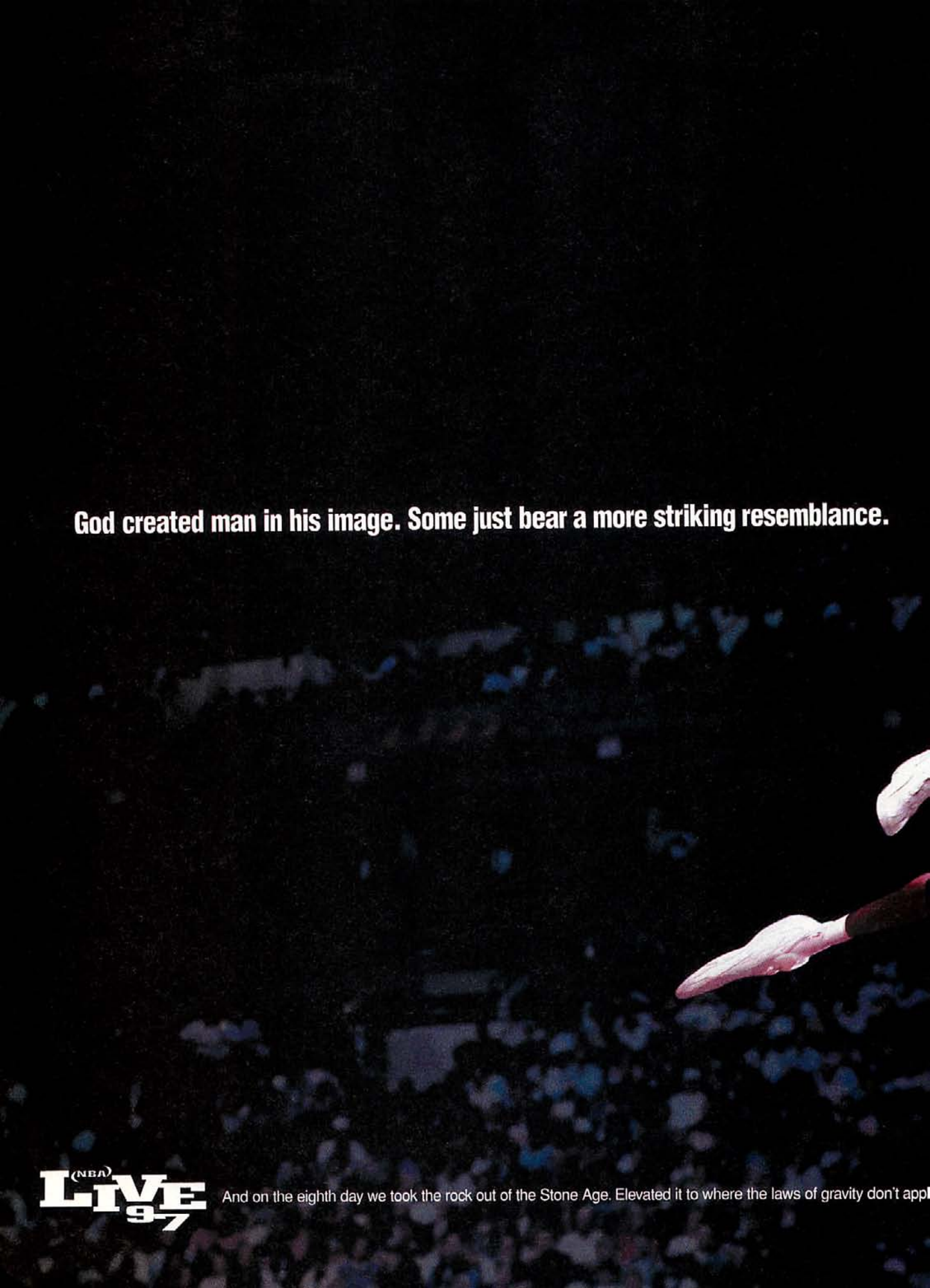


Circle Reader Service #386


MADDEN
97
Beware of runaway trains on one-track minds. 'Cuz this gridiron is packed with the grittiest, surliest monsters



Circle Reader Service #386


God created man in his image. Some just bear a more striking resemblance.
NBA LIVE 97
And on the eighth day we took the rock out of the Stone Age. Elevated it to where the laws of gravity don't appl



Where swish is the national anthem. And man soars to perfection. This is the Ultimate Judge.™ Throw it down on PC-CD.

If it's in the game, it's in the game.

EA SPORTS.

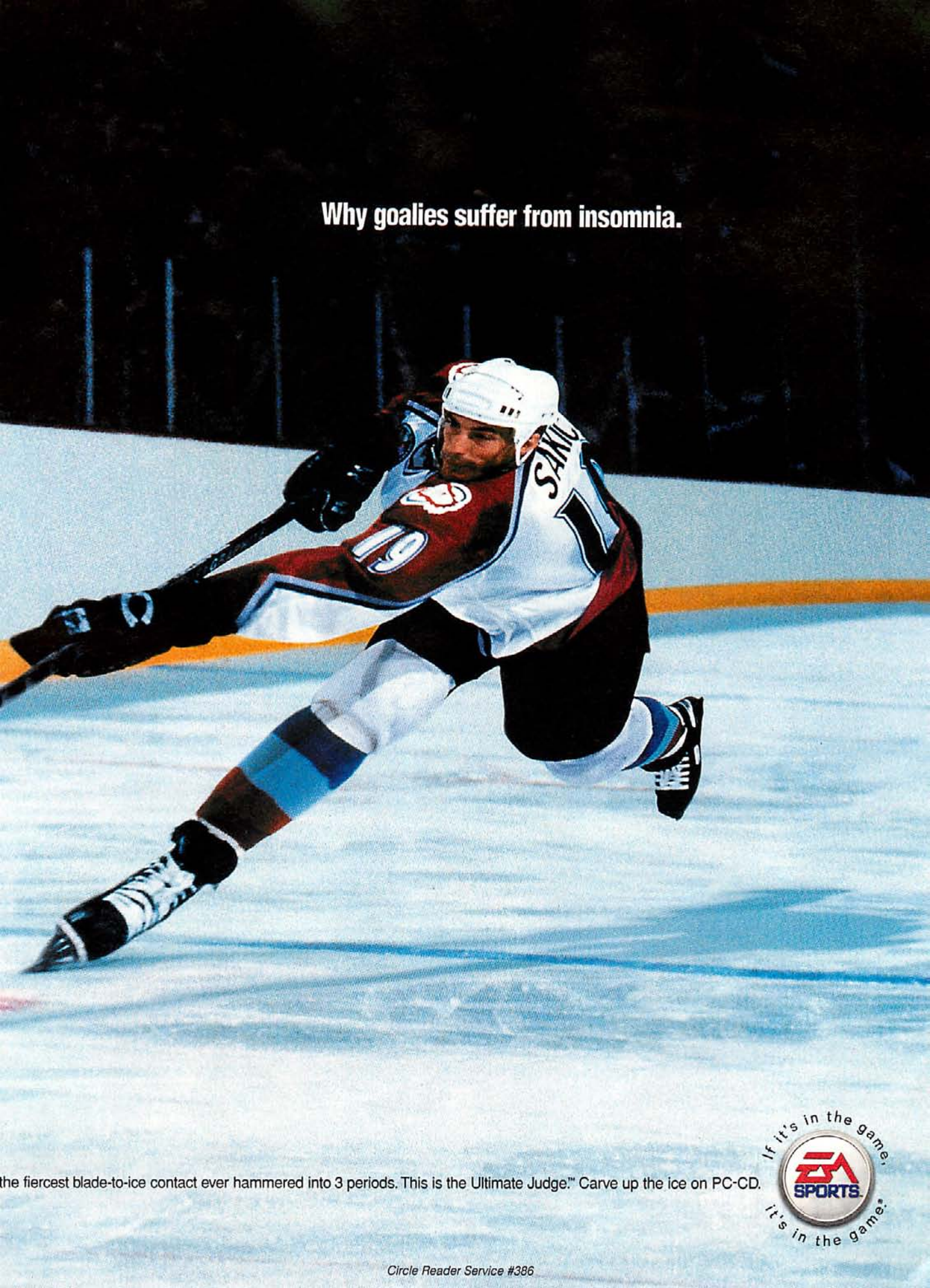
Circle Reader Service #386


FIFA
SOCCER 97
National hero? Or infamous goat? The answer is black and white. It's also round. And only you stand in its wa

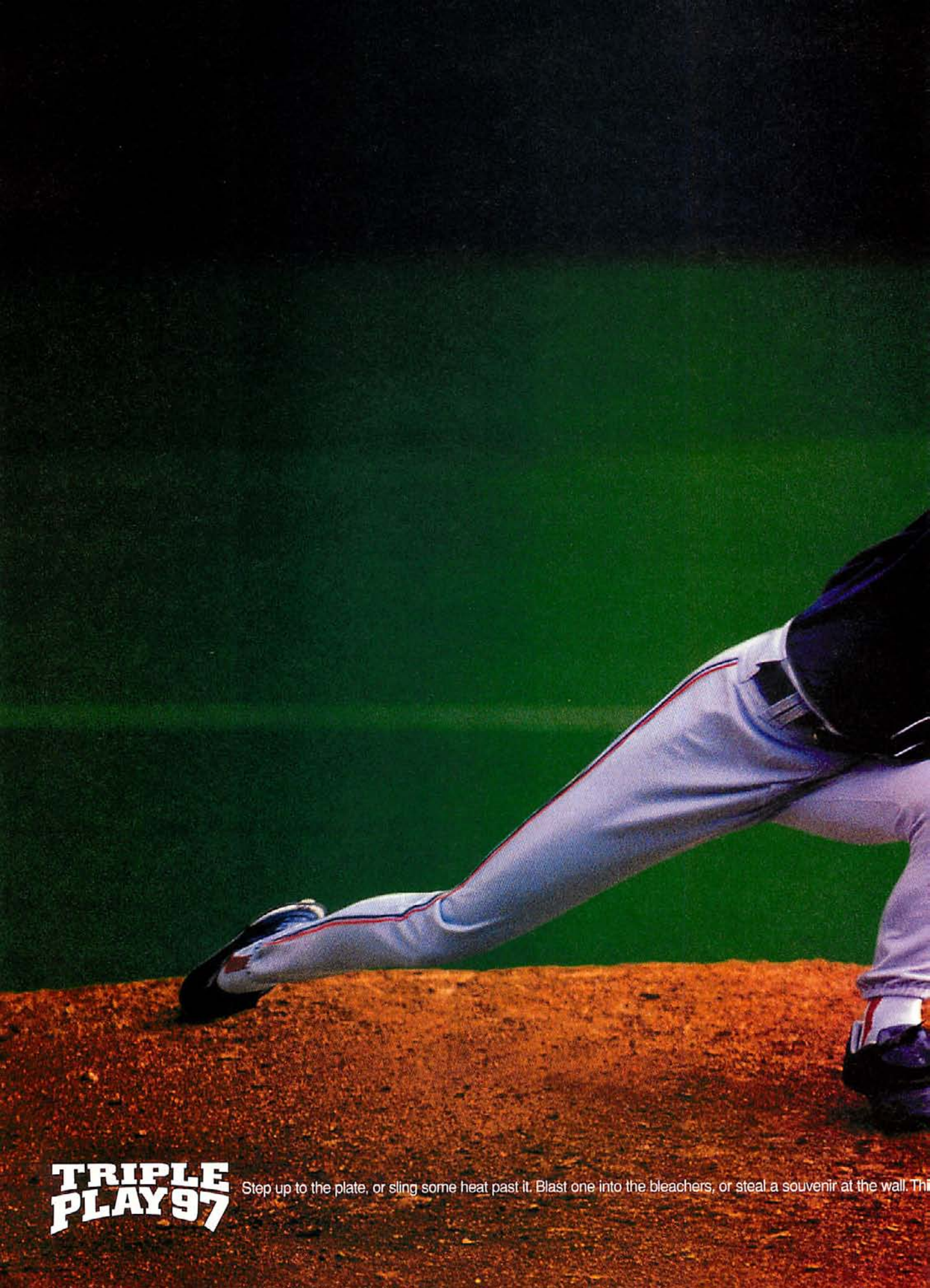


Circle Reader Service #386


NHL 97
Some guys have nightmares when they're awake. The lucky just get a bloodshot eyeful of severe puck abuse.

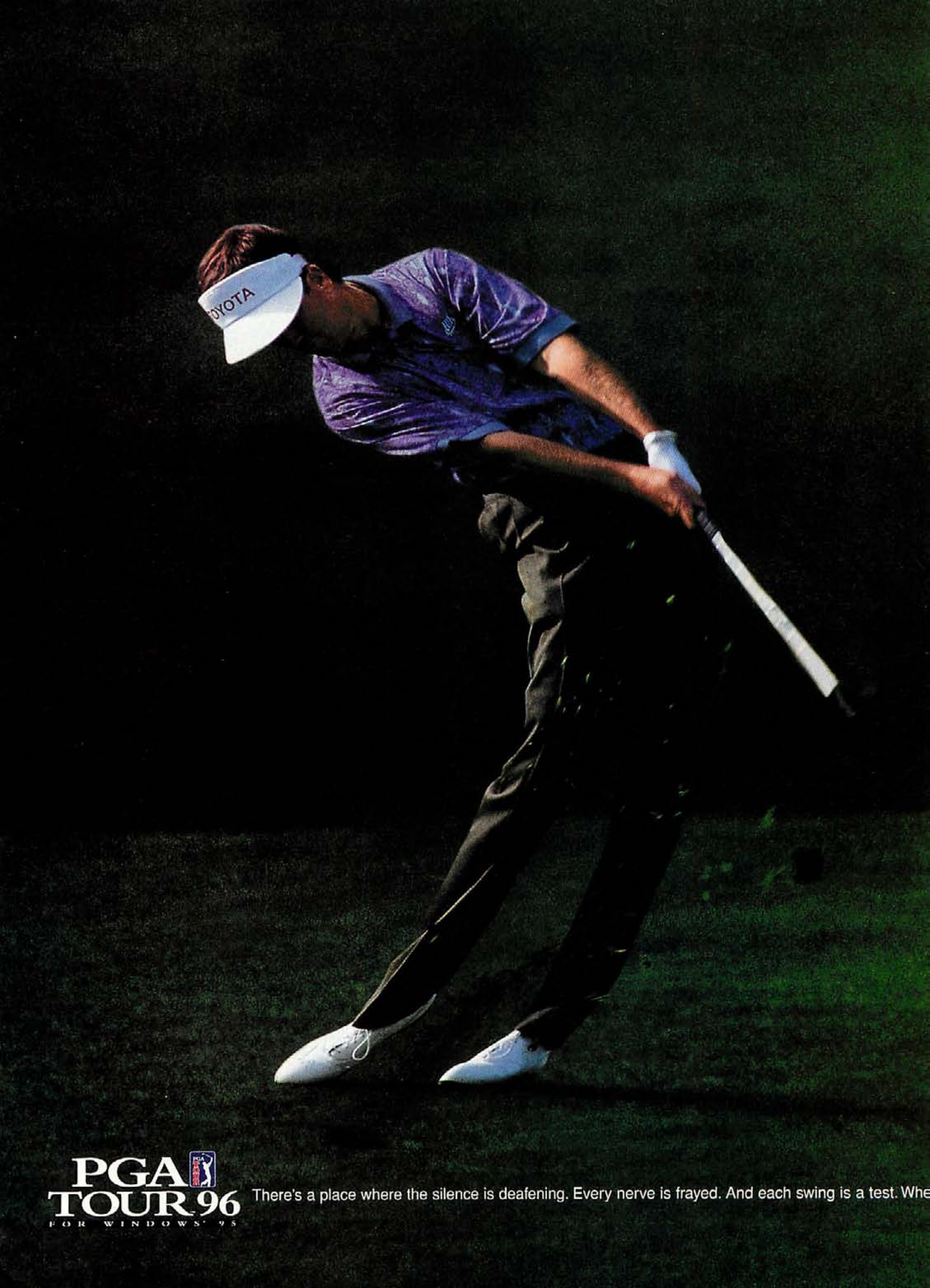


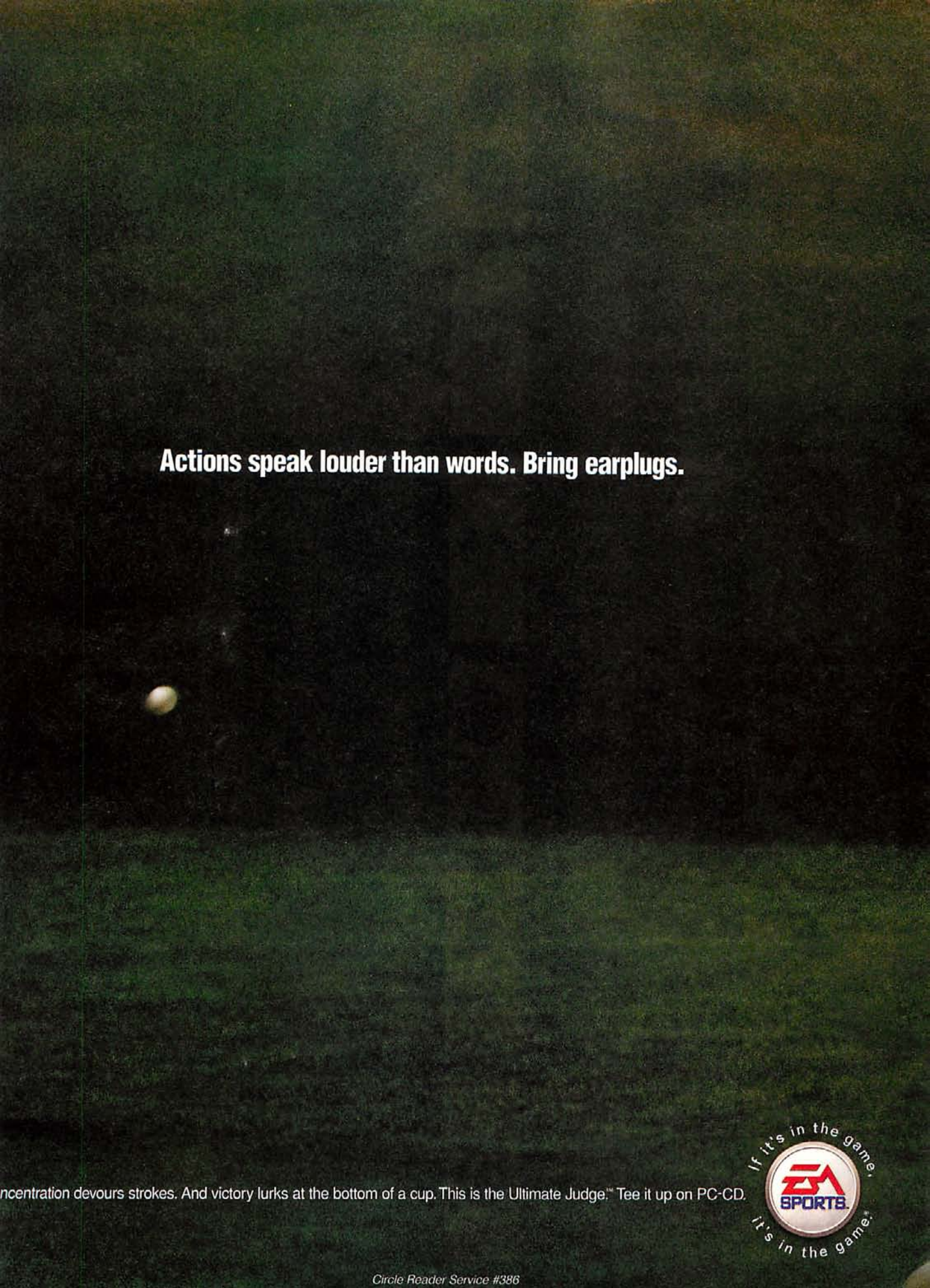
Circle Reader Service #386


TRIPLE PLAY 97
Step up to the plate, or sling some heat past it. Blast one into the bleachers, or steal a souvenir at the wall. Thi

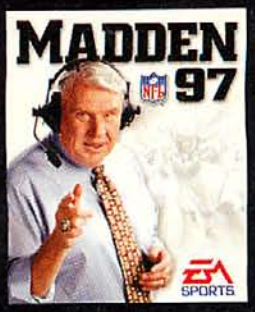


Circle Reader Service #386


PGA TOUR 96
FOR WINDOWS' 95
There's a place where the silence is deafening. Every nerve is frayed. And each swing is a test. Whe



Circle Reader Service #386



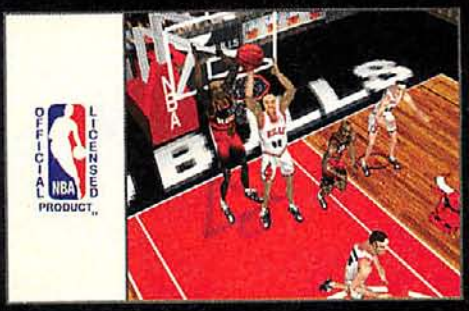
Madden's gridiron genius is all over this thing. Hammering out strategy and interactive insight at Madden University. Dishing buckets of stats. Spewing commentary. It's authentic NFL® action with brand new polygon rendered sprites. All the mud, sweat and guts that you can stomach.







100% pure NBA hoops. Stuffed with new eye-glazing, 3-D graphics. Epic animation. "Cut 'em any way you want," in-depth stats. And dead-on real, poly players. A whole new level above the legendary gameplay you have come to expect from LIVE.







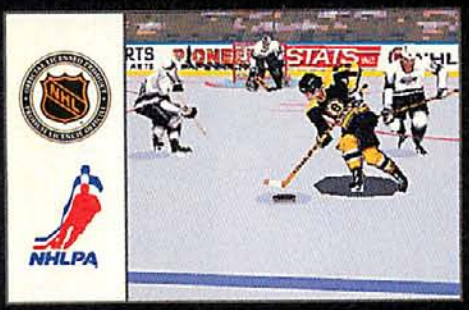
Proof you can get what you want by kicking and screaming. Fully rendered, realistic 3-D players collide amid retina-melting, Motion-Blending animation. Plus, full commentary with three different types of play-by-play. The entire world of pro soccer is now at your feet. Literally.



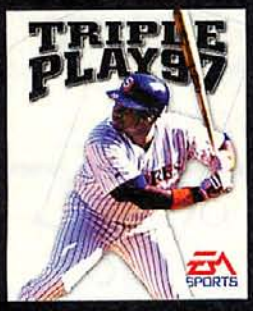




This supersonic baby is the hardest checking explosion of hockey yet. With breakthrough 3-D graphics. And stellar motion capture animation that puts you right on the ice. All the real players and teams. NHL excitement in all its freezing-hot glory.



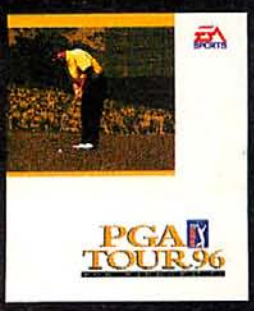




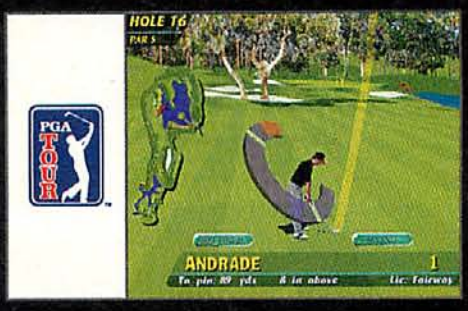
If you've got the lumber, step up and launch one from here. You'll find every Major League® team, player and ballpark immersed in goose bump raising animation. And with multi-player, you really see who's got the diamond wrapped around their finger.



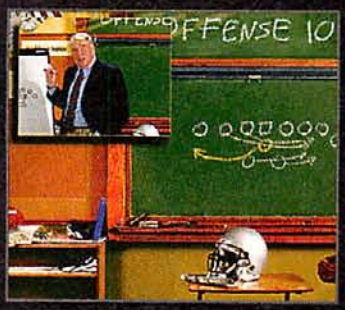




Take the hottest names on the TOUR. And go divot-for-divot with them on the nation's most spectacular links. You can also add on world-class courses like TPC at Sawgrass,™ The Links at Spanish Bay™ or Wentworth.™ As real as it gets without the blisters.







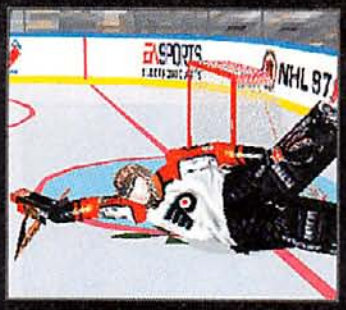






















Do you have a game?

Have you got what it takes?

Can you prove it?

If it's in the game, it's in the game.®

EA SPORTS

P C - C D

www.easports.com

ALL GAMES SUPPORT MODEM AND NETWORK PLAY.*

** Triple Play 97 does not support network play.* EA SPORTS, the EA SPORTS logo and Ultimate Judge are trademarks of and "If it's in the game, it's in the game." is a registered trademark of Electronic Arts. All rights reserved. Team names, nicknames, logos and other indicia are trademarks of the team indicated. Super Bowl and the NFL are registered trademarks of the National Football League. TM/©1996 NFLP. Officially Licensed Product of the National Football League Players. ©1996 Players Inc. The PLAYERS INC. Logo is an official trademark of the National Football League Players. National Hockey League, NHL, the NHL shield and Stanley Cup name and logo are registered trademarks of the National Hockey League and are used under license by Electronic Arts. All NHL logos and marks and team logos and marks depicted within this advertisement are the property of the NHL and the respective teams and may not be reproduced without the prior written consent of NHL Enterprises, L.P. ©1996 NHL. NHLPA. National Hockey League Players' Association and the logo of the NHLPA are trademarks of the NHLPA and are used under license by Electronic Arts. Officially Licensed Product of the National Hockey League Players' Association. Major League Baseball trademarks and copyrights are used with permission of Major League Baseball Properties, Inc. MLBPA logo ©MLBPA MSA. Officially licensed by the Major League Baseball Players Association. Official FIFA licensed product. The NBA and individual NBA Team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. ©1996 NBA Properties, Inc. All rights reserved. PGA TOUR, PGA TOUR and Swinging Golfer design, TPC, TOURNAMENT PLAYERS CLUB and Sawgrass are trademarks owned by PGA TOUR Inc. and are used by permission. Images and course designs of SPANISH BAY are trademarks and service marks of Pebble Beach Company and are used under license by Electronic Arts. Wentworth is a trademark of Wentworth Golf Club. All other trademarks are property of their respective owners.

KIDS TO ADULTS K-A



STOCKING STUFFERS

by Charlotte "The Elf High Commander" Panther, Jill "The Multi(media)-Talented Elf" Anderson, and Denny "The Elf Who Didn't Write Number 3" Atkin

Sometimes, as shocking as it might seem, a game might not be the right gift. The person you're buying for has every flight sim in existence already. The young gamer in your family is so fixated on DUKE NUKEM 3D that no other game will see his computer until the snow melts. Or you haven't seen the front of your wife's head since she got hold of DUNGEON KEEPER, and you don't want to make matters worse by giving her a new fix. Or (shudder) your mother-in-law has a computer but doesn't play games.

No need to despair. There are dozens of computer products on store shelves that aren't games! (Yes, we were surprised too.) Some multimedia titles even deal with (gasp) things you can do in real life!

#1: Catz And Dogz



Here's the purrfect gift for anyone who adores pets, but splutters and sneezes whenever a dog or cat approaches. PF Magic have created CATZ and DOGZ, lovable pets that live inside your computer. You'll be able to play with a selection of appealing pets, that are just longing for a good home. Once you've adopted your little darling, give her a name and she'll live happily in her playpen on your desktop, until you're ready to play.

Both CATZ and DOGZ come equipped with all the products you'll need to take care of them: food, water, treats, a ball, a squirt bottle (if they're misbehaving, a quick spray of water will remind them who's boss), and even a paintbrush to change their fur color, should you feel like giving them a makeover. Dogs will feel quite at home once you give them a well-chewed tennis shoe and a doggie bone. Your cat will delight in playing with her Cat Dancer toy (a pompom on a string), and squeaky doll.

Kitties also love to chase mice around your computer. If you want to see how your faux feline hunts, there's nothing like a slab of cheese to tempt that mouse out into the open. Watch your cat running wildly around her playpen, trying to protect you from the little critter. When you're away from your desk both DOGZ and CATZ can be used as a screensaver. Puppies will howl at the moon until you return, while cats happily chase mice. And if anyone tries to touch your computer while you're gone, *both* animals prove to be tremendous guard-dogs!



You'll find yourself longing to pet your baby at every opportunity. (These digital pets prove to be particularly entertaining during long, dull telephone calls.) But if you *must* leave to do some work, why not free your pet from their playpen and let them prowl around the desk top?

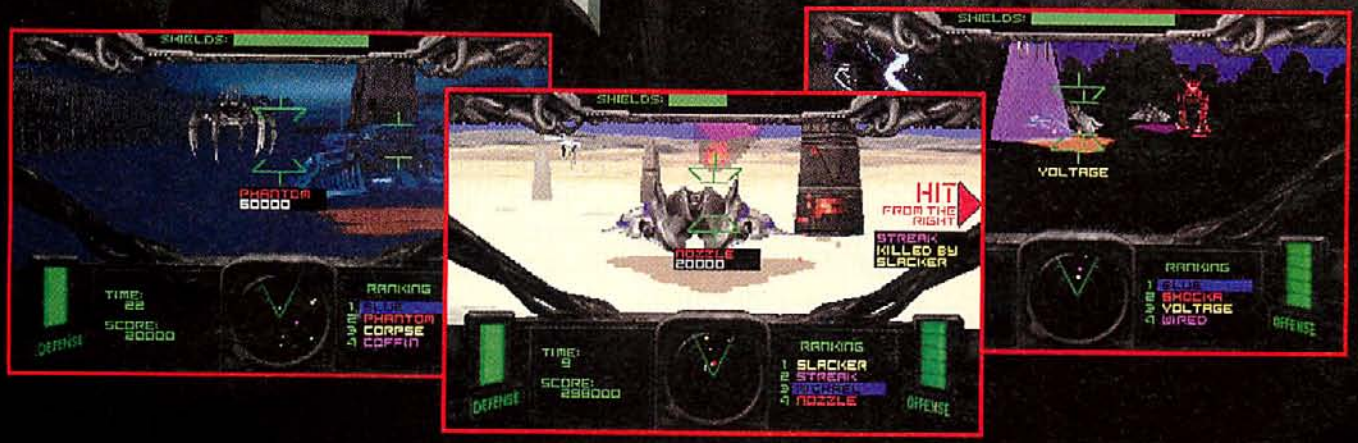
The program's artificial intelligence, which allows your pet to react when you throw a ball or spray them with water, is so realistic that you may even find yourself talking to your pet. And while these animals don't require as much maintenance as a regular pet, don't be surprised if you have a hard time tearing yourself away.

$19.95 (each pet) PF Magic (800) 482-3678, www.pfmagic.com

Nazrac Dares You To Enter His Arena Of Destruction

SMASH ARCADE HIT

T-MEK®



Coming Soon to your favorite reseller, or by calling 800-229-2714

WIZARD Works

THE WIZARDWORKS GROUP • MINNEAPOLIS, MN 55447

www.wizworks.com

PC CD-ROM

KIDS TO ADULTS

K-A

CONTENT RATED BY ESRB

T-MEK® and ©1994 Atari Games Corporation. All rights reserved. Distributed by The WizardWorks Group, a GT Interactive Software Company, under license from Atari Games Corporation. T-MEK is a registered trademark of Atari Games Corporation. Midway is a registered trademark of Midway Games, Inc. WizardWorks is a registered trademark of the WizardWorks Group, Inc. All other trademarks are the property of their respective companies.

Williams

Williams Entertainment Inc.

Circle Reader Service #387

#2: Steven Spielberg: Director's Chair

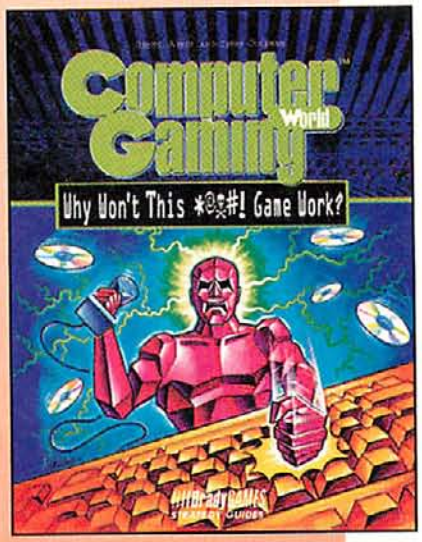
Do you have a Smart Alec in your family? Someone who constantly criticizes movies and says, "I bet if they gave *me* all that money, I could make a movie like that." Well, here's your opportunity to tell Mr. Smart Alec to put his money where his mouth is. STEVEN SPIELBERG: DIRECTOR'S CHAIR gives you a chance to be the new kid on the block in Hollywood. As a rookie director you're under the gun: You have to write, film and edit your masterpiece, on schedule and under budget. Mr. Spielberg has made sure that you have the hottest names in Hollywood available to work with you, including Jennifer Aniston and Quentin Taratino, as your leads. Now, it's down to *you* to complete the project, so don't blow it. You'll have to think fast, as production dilemmas appear out of nowhere. Whether it's a scenery mix-up, a costume problem, or a delay with actors, you'll need to come up with a resolution that won't obliterate your schedule or blow your budget. This practical, behind-the-scenes product will make the perfect gift for Bertolucci-wannabes, movie fans or anyone interested in discovering what it takes to transform an idea from a writer's mind to the Silver Screen.



$54.95, Knowledge Adventure, (800) 542-4240, www.directorschair.com

#3: CGW Book Series

BradyGAMES has a new book line, published in cooperation with *Computer Gaming World*, designed to help the frustrated gamer in your life. The *Computer Gaming World Graphic Adventure Companion*, authored by Ron Warton and *CGW* columnist Scorpia, covers 28 of the top recent Adventure gamest. The book features detailed walkthroughs for specific games, designed to help you find those hiding objects, manipulate those ornery characters, and defeat those dastardly puzzles. Games featured include GABRIEL KNIGHT 2: THE BEAST WITHIN, SPYCRAFT, MYST, and BEAVIS AND BUTTHEAD: VIRTUAL STUPIDITY. A valuable addition to any adventure game enthusiast's collection, the book also includes generic cheats and strategies for the genre in general.



If your frustration is not from the gameplay itself, but from not being able to get the games to run in the first place, pick up a copy of *Computer Gaming World's Why Won't This $%#& Game Work?*, authored by *CGW* editors Denny Atkin and Terry Coleman. This troubleshooting guide features an easy-to-use graphical layout, step-by-step explanations, and in-depth cross-references designed to help both the neophyte and the expert. Learn how to optimize your machine's performance; how to fix those darned sound, video and hardware configuration problems; how to run DOS programs—with top performance—under Win 95; and more.

$24.95 each, BradyGAMES, (800) 428-5331, www.mcp.com/brady

#4: Cinemania 97

It's Saturday night and there's nothing on but reruns. Online DESCENT II is calling your name, but if you spend one more minute on the computer, your girlfriend's going to leave you to play with your joystick alone. Renting a movie and grabbing Chinese take-out might be a healthier alternative. But the video store is picked dry of all the hot hits at this hour, and there's no way you're going to talk her into watching *Buckaroo Banzai* again. What to do?

Break out a copy of Microsoft's CINEMANIA 97. This handy reference CD is loads of fun for movie buffs, and a godsend for frequent tape renters. You'll find reviews of hundreds of films by Roger Ebert, Leonard Maltin, and Pauline Kael, along with still images, sound bites, and occasional short clips from big-name movies.



It's the search engine, though, that makes the program shine. Want to find a good Jimmy Stewart western you haven't seen yet? In the mood for a Janeane Garofalo comedy? Can't remember the name of that weird 70's sci-fi flick with Bruce Dern? All this info is just a couple of clicks away, along with tons of biographies and filmographies.

$34.95, Microsoft, (800) 426-9400, cinemania.msn.com

#5: A Gaming Magazine



We really think a Christmas Gift Will please if it's informative and useful. So why not get your gamer a Complete Game Watchtower, a magazine resource to help them avoid sims with Complex Goofy Warplanes? Certainly, they can listen to the Constantly Griping Wahoos on the net to make their decisions, but why not get them a magazine they can take with them to the train or bathroom, one written by Certified Game Wags who spend their days and nights finding out which games are Completely Glorious Winners? One with tips for winning Complicated Galactic Wars? We wouldn't want to be so self-serving as to name this publication, but we humbly think it's the best resource for those seeking Critical Gaming Wisdom.

$27.94 (12 issues), Computer Gaming World, (800) 827-4450, www.zdnet.com/gaming

Other Stuff

We had to stuff Maris Multimedia's REDSHIFT 2 in somewhere. This multimedia astronomy program takes amateur astronomers on a stunning tour of the heavens. After a long day conquering the universe, plot the coordinates of your backyard and view your neighborhood sky from the comfort of your computer screen. Then go outside and view the real thing, knowing exactly what you're seeing.

THUNDERSEAT

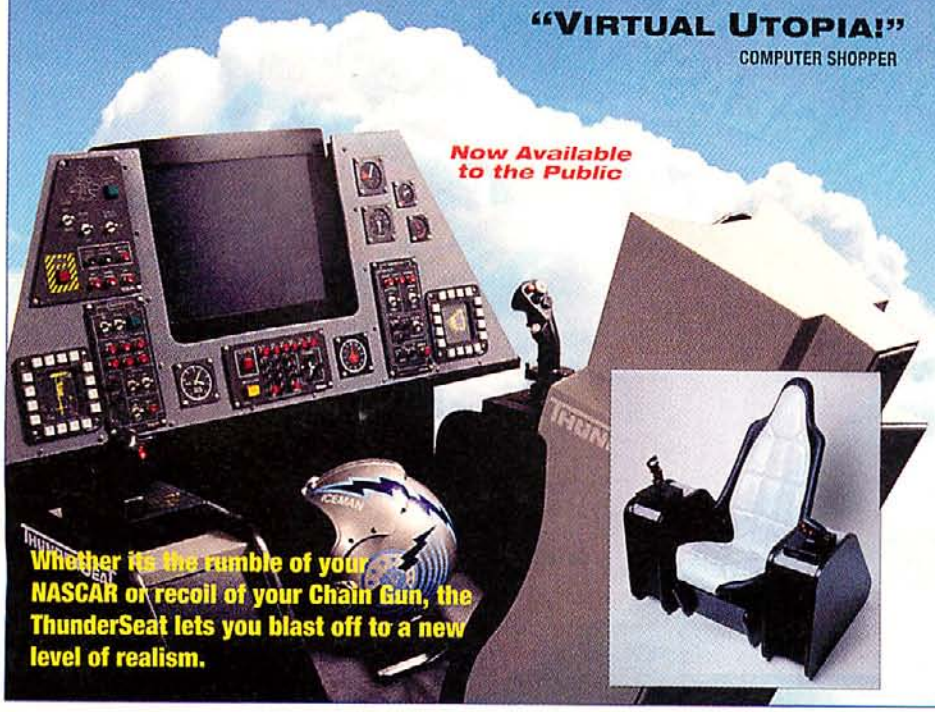
Feedback System Used in Real F-16 Simulators

"VIRTUAL UTOPIA!" COMPUTER SHOPPER

"A DOUBLE MUST-HAVE. Anyone who plays computer games will want this AMAZING CHAIR!" Marc Spiwak, POPULAR ELECTRONICS

"I could actually FEEL the punch of the afterburner!" Ed Dille, ELECTRONIC GAMES

Now Available to the Public



Whether it's the rumble of your NASCAR or recoil of your Chain Gun, the ThunderSeat lets you blast off to a new level of realism.

HOW IT WORKS

A 100 watt subwoofer built into the base generates low frequency sound that resonates through the wave chamber hidden inside the chair. Thus you not only hear but *FEEL* your simulation. Paired with your amplifier, the ThunderSeat makes your favorite flight sim as realistic as it can be without a motion simulator!

OPTIONAL SIDE CONSOLES

Put your favorite joystick controls and mouse at a convenient position. Add a keyboard holder and you have the perfect setup for both flight simulation and office work.

Shake Rattle and Roll for as little as $159.95!

For a FREE CATALOGUE CALL 1 • 800 • 8-THUNDER

ThunderSeat Technologies
17835 Sky Park Circle • Suite C
Irvine, CA 92614-6106
714 • 851-1230 *Fax:* 714 • 851-1185

Our New Righteous
Accelerate More T

WARNING:

RUNNING PC GAMES WITH RIGHTEOUS 3D™ ACCELERATOR MAY RESULT IN SHORTNESS OF BREATH, INCREASED HEART RATE, GIDDINESS.



RIGHTEOUS 3D ORCHID

3D™ Accelerator Will an Your Graphics.

INTRODUCING RIGHTEOUS 3D. WHETHER YOU'RE INTO SERIOUS FLIGHT SIMS OR HARDCORE MUTANT-BLASTING, THERE'S NOTHING IN THE GALAXY THAT CAN PUMP MORE 3D REALITY INTO YOUR GAMES.



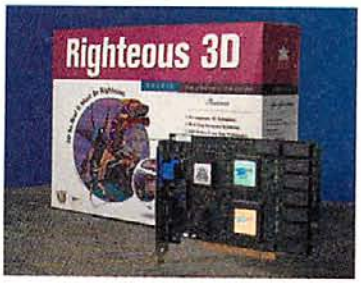
Descent™II: Destination Quartzon 3D Without Righteous 3D



Descent™II: Destination Quartzon 3D With Righteous 3D

That's because Righteous 3D has some of the most advanced features ever designed into a 3D accelerator. Like real-time interactive rendering, dual 64-bit memory architecture, advanced filtering and anti-aliasing, built-in transparent and translucent effects and Windows® 95 Direct3D™ support, to name a few.

But all this rocket science is just technobabble if it can't make your games more fun. Which is exactly what Righteous 3D does. You not only get eye-popping visual effects—smooth textured images and outrageous atmospherics—you get full speed interactivity. Something no mere graphics board can deliver.



In fact, Righteous 3D is the first accelerator of its kind that can render complex 3D images at full-motion frame rates.

And much higher heart rates.

No more pixels. No more herky-jerky stick figures. Just sharp, clear images that move like nothing you've ever seen on a monitor. Which can make good games great.

And great games truly awesome.

So get a grip on reality. Visit your computer retailer or our website at www.orchid.com, or call us for more information at 1-800-806-9142. And see what a little adrenaline can do for your system.

ORCHID
A Micronics Company

©1996 Micronics Computers, Inc. Micronics, Righteous 3D and the Orchid logo are trademarks of Micronics Computers, Inc. All other trademarks are the property of their respective owners. Descent™II: Destination Quartzon 3D screen shots courtesy of Interplay.™

Wow! A Free Set of Yamaha Headphones!



Retail Value Up To $29.95. With Purchase of M15, System 35 or System 45 Only. Limited Time Mail-in Offer Ends 1/31/97.

You've got a CD-ROM drive, a wavetable sound card and you've got computer speakers with the power and fidelity of a 1963 transistor radio.

You've got to get Yamaha YST™ Multimedia Speakers.

It doesn't matter if you're conquering virtual alien hordes or calming your nerves with a Vivaldi CD while balancing the check book.



Yamaha YST multimedia speakers release the stunning audio performance that's already right there in your computer.

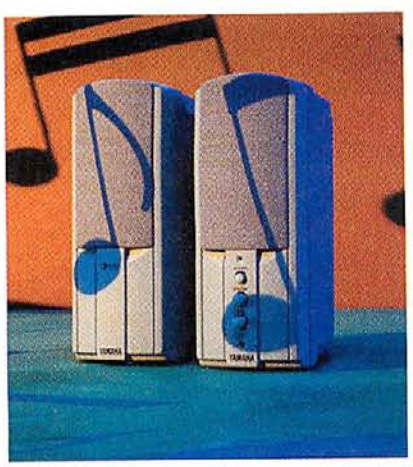
Try playing an audio CD in your CD ROM drive to hear how your speakers really stack up. If you had Yamaha YST speakers you'd hear smooth, crisp, clean sound. And you'd have plenty of power–with ratings from 5 watts per speaker to 45 watts of total amplifier power.

Active Servo Technology

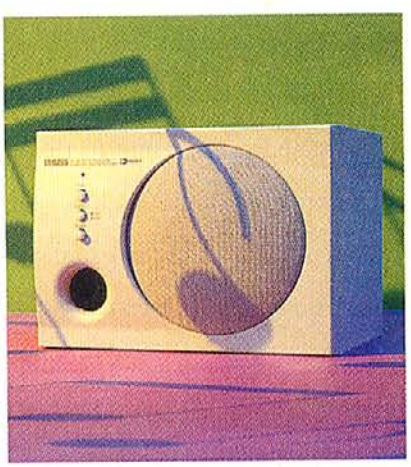
Thanks to Yamaha active servo technology the speakers, amplifier, and enclosure actually interact to deliver deep, tight, satisfying bass. The kind of bass that brings energy and excitement to music and computer games. And for the ultimate in bass power and performance you've got to have a subwoofer. For a complete satellite/subwoofer system choose the System 35 or System 45. Or add the MSW10 subwoofer to your existing speakers to bring them to life.

And if you look at the bottom of this page, you'll find a computer retailer who's got Yamaha multimedia speakers. You've got to go get them.

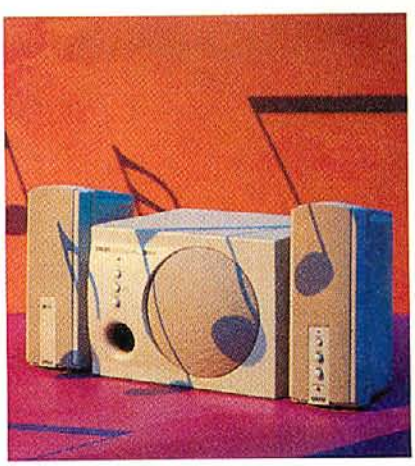
YAMAHA®
THE WAY YOUR COMPUTER SHOULD SOUND.



YST-M7 Multimedia Speakers



YST-MSW10 Sub-woofer



System 45 Multimedia Speakers

Yamaha multimedia speakers MSRP from $69.95 - $249.95 at these fine retailers.

BEST BUY · COMPUTER City · COMPUSA · Fry's ELECTRONICS · MICRO CENTER · OFFICE DEPOT · OfficeMax · STAPLES

To receive product literature, call (800) 823-6414 Ext. 503. ©1996 Yamaha Corporation of America, Computer Related Products, 6600 Orangethorpe Avenue, Buena Park, CA 90620. All rights reserved. Yamaha, YST, and the Yamaha logo are registered trademarks of Yamaha Corporation of America.

Circle Reader Service #135

The 3D Shock Wave

3D Comes Of Age With Second-Generation 3D Video Cards

BY LOYD CASE

Last month we covered a number of new graphics card, but with the exception of the boards based on the 3Dfx Voodoo chip-set, most of them weren't really killer solutions. Don't get me wrong. Most of them were pretty likable, but for the most part, they lacked that certain knock-your-socks-off factor (with the exception of Diamond's Monster 3D and Orchid's Righteous 3D.)

This month, though, is different. All of the boards this month differ from last month's selection in some basic way. Either they're new, eagerly anticipated technology, or they fill a market niche for professional users who happen to also be game players. We have three boards based on Rendition's Verité 1000E chip, two ViRGE/VX boards (the ViRGE/VX being the professional VRAM-based cousin of the ViRGE) and the ATI Pro Turbo 3D PC2TV. In addition, you'll get a sneak preview of two products that may well be on store shelves as you read this: boards based on 3D Labs' Permedia chip and the new Videologic board using the PowerVR chip from NEC.

DIAMOND STEALTH 3D 3000

Last month, we looked at several cards using the S3 ViRGE chip. This month, we have a couple of cards using the ViRGE/VX chip, including Diamond's Stealth 3D 3000. The VX is the big brother to the ViRGE chip, and includes features like a 220 MHz RAMDAC, enabling better refresh rates and high resolution support, and support for faster VRAM memory, which can read and write data simultaneously.

Interestingly, the Stealth 3D 3000 is a little slower in Direct3D than its little brother, the 3D 2000. Winbench scores are slightly higher, but DOS support is somewhat lacking. Diamond still doesn't have VESA 2.0 support in hardware, so Quake wouldn't recognize it as a VESA 2.0 card.

Installation was smooth, and the Diamond InControl tools are simple and straightforward. As for professional features, the card will support high refresh rates even at a 1600x1200 resolution. Windows NT OpenGL drivers will also be available. Overall, it's a typically solid, but unspectacular, effort from Diamond.

DIAMOND STEALTH 3D 3000

Pros: Usual solid Diamond implementation. Easy to use Windows tools.

Cons: Slower than it's Stealth 3D 2000 little brother in 3D, 2 to 4 MB upgrade is pricey, no VESA 2.0 SVGA built-in.

Software Bundle: Descent II: Destination Quartzon, Assymetrix 3dFX, Compton's Interactive Encyclopedia MPEG edition

Price: 2 MB $249 (upgradable to 4 MB) 4 MB $299

Contact: Diamond Multimedia(800) 4MULTIM http://www.diamondmm.com



Descent II

STB VELOCITY 3D

The Velocity 3D is available with either 4 MB or a staggering 8 MB of memory (the first 4 MB is EDO VRAM, the second 4 MB is EDO DRAM). The additional 4 MB is used for storing textures and z-buffer information. An 8 MB card should be able to store a lot of texture, at least for gaming applications.

Performance is stellar, top. The Velocity 3D posted some of the fastest Winbench scores we've seen, though Velocity 3D's Direct3D performance is just a bit slower than the Diamond Stealth 3D 3000, as is DOS speed. Like the Diamond card, Quake does not recognize the Velocity 3D as a VESA 2.0 compliant SVGA card, and would not run in 640x480 mode. It offers the same high-resolution support as the Diamond card. Windows NT 4.0 and OpenGL drivers will be available.

We did note one quirk when running Hellbender. Although the Velocity 3D was recognized by all the Direct3D test programs, Hellbender couldn't detect the presence of an accelerator. STB is aware of the problem and is looking into it.

VELOCITY 3D

Pros: Expandable to 8 MB, fast Windows performance, aggressive pricing.

Cons: Relatively slow 3D performance, no VESA 2.0 SVGA built-in.

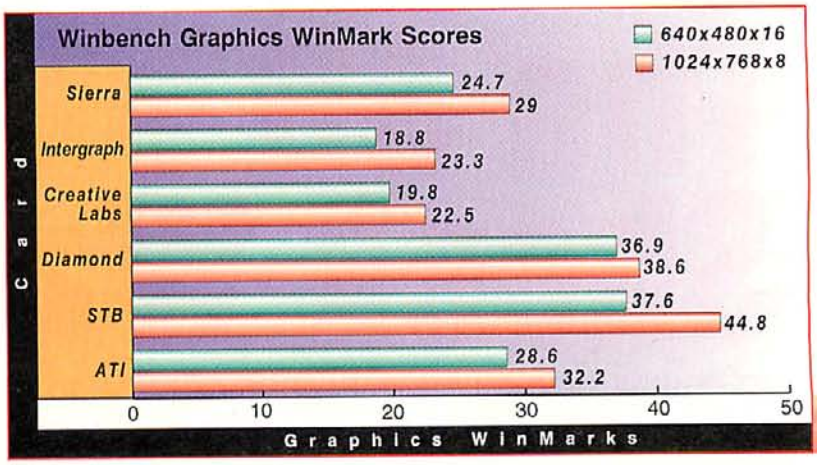
Software Bundle: Bundle information wasn't final are press time. Contact STB for more information on software bundles.

Price: 4 MB: $249 8 MB: $349

Contact: STB Systems (972) 234-8750 http://www.stb.com

3D CARDS PART 2

Overall, the STB is a smooth performer, with the added advantage of fast windows performance and the ability to add a lot of memory for sophisticated 3D applications.



ATI PRO TURBO 3D PC2TV

Like the Xpression 3D PC2TV card reviewed last month, the Pro Turbo is based on ATI's Rage/2 3D accelerator chip and has connectors for NTSC and S-video out. Unlike the Xpression, it can be expanded to 8 MB of VRAM and can handle high resolutions and refresh rates. Just for kicks, we ran Winbench 96 at 1600x1200x65,000 colors and got a very respectable 24 Winmarks. Other Winbench scores were somewhat slower than the S3-based cards, and DOS performance was sub-par.

The 3D performance was pretty much equivalent to the Xpression's, although Hellbender actually seemed a touch less smooth.

We also connected the 3D Pro Turbo to a standard Sony 27" television. The image quality was decent for composite video. The TV feature also only supports certain resolutions, but there was something oddly compelling about Quake at 400x300 frame size, which is the aspect ratio for standard television.

You can also have a computer monitor attached simultaneously so you can videotape those hot game sessions. Overall, this is an innovative card, although we wish the performance was just a bit better.



ATI PRO TURBO 3D PC2TV

Pros: NTSC & S-video outputs, VESA 2.0 built into hardware, expandable to 8 MB.

Cons: Slow Windows and DOS performance, somewhat pricey.

Software Bundle: Multimedia titles, no games.

Price: $299 for 4 MB, $399 for 8 MB (VRAM)

Contact: ATI Technologies (905) 882-2600 http://www.atitech.com.ca

WAITING FOR GODOT...ER, RENDITION

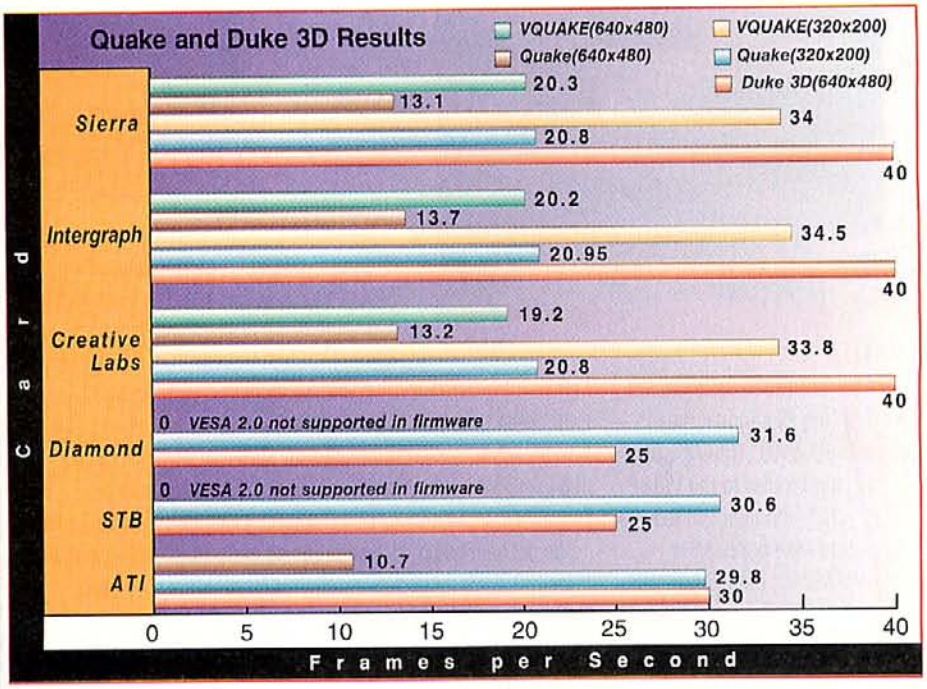
One of the most anticipated 3D accelerator chips is the Rendition Verité 1000. As a 2D/3D solution, Verité seems to combine the right balance of features, performance and price-point for a gamer's 3D accelerator. And unlike Godot, Verité has arrived. This review sees the arrival of not one, but three Verité-based cards, including products from Intergraph and Sierra.

In some respects, the Verité rewrites the rules for graphics cards. For example, it's quite slow in standard DOS VGA. But before you wince, consider that it's really fast in DOS SVGA–one of the faster DOS SVGA cards we've seen. For example, Cbench SVGA scores were actually faster in SVGA than VGA!

Standard Windows performance is fairly slow, too, although the drivers are still being tweaked. However, DirectDraw and 3D performance is better than any existing combination 2D/3D board, especially when you start turning on some of the more sophisticated features. One wild card here is the Permedia (see page 270).

There is one caveat for all the Rendition boards: the Verité makes extensive use of DMA (Direct Memory Access) in your PC. Some older PC's, particularly those with 60 and 66 MHz Pentiums, may not handle DMA correctly. Boards using the Verité will run, but expect about a 30% performance hit.

Okay, so let's deal the cards:





Visit our web page:
http://www.joystick.com

It Sounds as Good as it Controls. . .

The 3-D AUDIO Stick

All joysticks look the same, but how do they act? Out of the box, **the Winner 3D Audio Stick** is ready to **ROCK.** The Built-in Spatializer® Audio Chip produces 3D Sound that blows the competition away.

Plug it into your Sound Card – **PLAY IT LOUD** – *Listen to your games deliver a far more realistic and true-to-life sound field then you ever thought possible!* It also sounds great with music, too.

SPATIALIZER® 3-D STEREO

WINNER

The **3D Audio Stick** is loaded with features. The base is equipped with **Rudder, Throttle,** and **Volume** controls. The handle has **4-fire buttons** and a **Flight Hat** to make sure that you blast your opponents away.

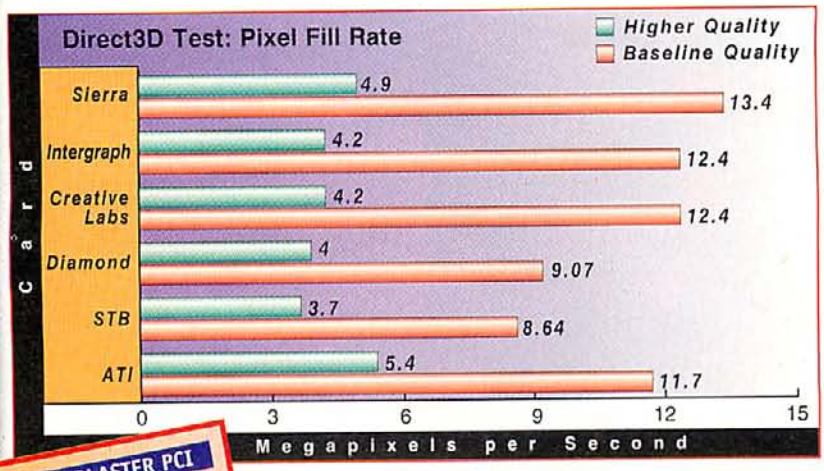
Prepare to enter the 3-D Sound Realm.

To purchase, visit your computer dealer or contact us directly: Internet at : **http://www.joystick.com**
or call us at : 1-800-664-5552.

Winner Products Inc.
21128 Commerce Pointe Drive
Walnut, CA 91789

Phone (909) 595-2490
Fax (909) 595-1483

Circle Reader Service #80



of Flight Unlimited, Battle Arena Toshinden and Rebel Moon (a 3D shooter). Oh, and if you have the full version of Quake, the card ships with the VQUAKE executable–just add it to your Quake directory and prepare to rock and roll.

Installation was pretty straightforward, using the 3D Blaster Setup program from Windows 95. The one quirk: 3D Blaster doesn't use the standard Windows 95 monitor setup to set its refresh rate–you have to do it manually for each resolution the first time you run it.

The 3D Blaster hits its mark squarely: this card is for gamers. Yeah, you can run Word on it, but why?

CREATIVE LABS 3D BLASTER PCI

Pros: Very good 3D performance, superb image quality, solid VESA 2.0 SVGA performance, wide distribution.

Cons: Poor DOS VGA performance, mediocre Windows performance.

Software Bundle: Quake (shareware), including VQuake accelerated executable, Rebel Moon, Flight Unlimited and Battle Arena Toshinden.

Price: $199 for 4 MB (EDO DRAM)

Contact: Creative Labs (800) 998-1000 http://www.creativelabs.com

CREATIVE LABS 3D BLASTER PCI

The 3D Blaster is probably one of the most anticipated products we've ever seen. The DOS VGA performance is stunningly poor, but the SVGA performance is stellar. But when you run Quake using the Rendition-accelerated VQuake executable, you know you have something special here. Quake is almost a completely different game with the 3D Blaster. Performance was about 50% better than standard Quake on a P166–with features such as bilinear filtering and full MIP mapping turned on at 640x480. The image quality was, to put it simply, superb.

The Windows benchmarks were pretty slow–you'll be able to run productivity applications with no problems, but the Verité is no star for 2D graphics applications. DirectDraw performance seemed pretty good, though–Earthsiege 2 and Mechwarrior 2: Mercenaries ran smoothly.

The Direct3D benchmarks showed good performance–the Verité is a good polygon performer, probably because it has some limited geometry setup on board. Interestingly, the performance with z-buffer enabled is about half of that without–but most games these days don't use z-buffers for hidden surface removal–yet. Quake does use z-buffers in a limited way–only for character calculations. Hellbender ran at between 14 and 25 frames per second, slowing down to a just-playable 9-12 fps inside tunnels. It was pretty much the best performance for Hellbender this side of a 3dFX dedicated 3D card.

In addition to the shareware version of Quake, Creative ships accelerated versions

INTERGRAPH REACTOR

Pros: Very good 3D performance, superb image quality, great SVGA performance.

Cons: Poor DOS VGA performance, mediocre Windows performance.

Software Bundle: IndyCar 2 (DOS, Rendition-ready), Quake shareware (with VQuake patch) and Microsoft demo disk.

Price: $199 (4 MB EDO DRAM)

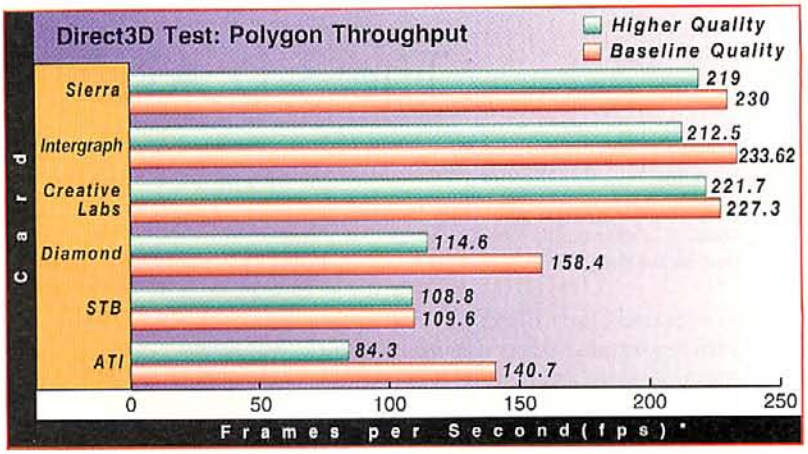
Contact: Intergraph Computer Systems (800) 692-8069 http://www.intergraph.com

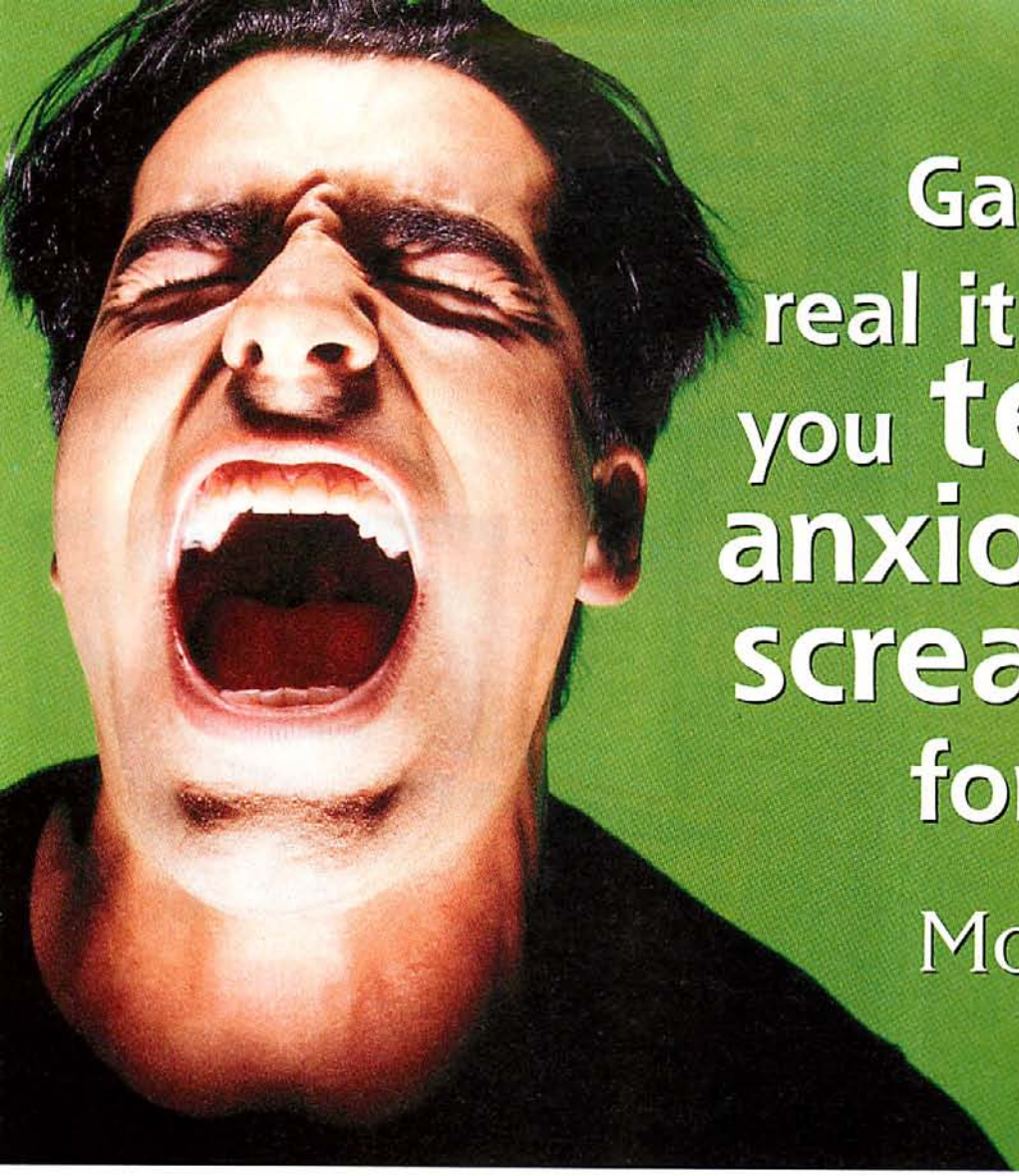


INTERGRAPH REACTOR

Intergraph has long been known as a manufacturer of high-end workstations and CAD systems. The Reactor is their first entry into the hotly competitive consumer market, and they picked the Verité to be the core of their first product. Coming from a company with a history of high-end 3D systems, that speaks volumes.

The Reactor's performance was nearly identical with the 3D Blaster, as is the price. The bundle is slightly different: Quake shareware, as in the 3D Blaster, but also the full version of IndyCar 2 (the DOS version,





Gaming so real it'll make you tense, anxious and screaming for more.

Monster 3D™



Are you ready to be chewed up, spit out and totally satisfied? Then brace yourself because the Diamond Monster 3D has arrived and it's about to blow your PC away with the ultimate in arcade-quality performance. Based on the state-of-the-art 3Dfx Voodoo 3D accelerator, Monster 3D's advanced PCI-bus architecture works with your existing graphics card to transform your ordinary computer into a monstrous gaming machine. All for a price that'll make your head spin. ◆ Monster 3D sets a new standard in 3D graphics performance with lightning-fast, full-screen 3D rendering and outrageous special effects, giving you gaming so real, it hurts. ◆ And, it is the fastest performing Microsoft Windows® 95 Direct3D accelerator available, with equally high-performance 3D in MS-DOS and Windows® 3.1x. Plus, Monster 3DXL* comes bundled with Whiplash™/Fatal Racing™, VR/Actua Soccer™ '96, Descent™ II: Destination Quartzon 3D, MechWarrior® 2, Scorched Planet™, a Microsoft™ WIN 95 Sampler CD 2 and over fifteen other monstrous games that'll leave you begging for mercy. ◆ Better run for cover, cause the Monster 3D is coming to get you. To find out more, visit our website at http://www.diamondmm.com or call 1-800-4-MULTIMEDIA.



Without Monster 3D Acceleration



With Monster 3D Acceleration

3D Features

- Texture modulation
- Perspective-correction texture mapping
- Z-buffering
- Level-of-detail MIP mapping
- Bi-linear and advanced texture filtering
- Texture compositing and morphing
- Animated textures
- Anti-aliasing
- Gouraud shading
- Sub-pixel correction
- Per-pixel alpha blending effects
- Industry-standard OS and APIs

www.diamondmm.com

DIAMOND MULTIMEDIA
VISUAL SYSTEMS DIVISION

*Bundled games come with retail version of Monster 3DXL only. ©1995 Diamond Multimedia Systems, Inc., 2880 Junction Avenue, San Jose, CA 95134-1922. Windows® is a registered trademark of Microsoft Corporation. Monster 3D™ is a trademark of Diamond Multimedia Systems, Inc./Visual Systems Division. All other trademarks and registered trademarks are the property of their respective holders.

I didn't think I was playing with Jokers.



POKER WITH ATTITUDE

Play the Poker game where attitude is king and every game's wild. You'll only find this kind of intense interaction, this kind of attitude, in Hoyle®. With twenty thrilling poker variations for twenty kinds of fun.



SIERRA®

Visit your local retailer, call 1-800-757-7707, or check out our web site at http://www.sierra.com/games/hoyle for more information.

©1996 Sierra On-Line, Inc. ® and/or ™ designate trademarks of, or licensed to Sierra On-Line, Inc., Bellevue, WA 98007. All rights reserved. Sierra's official licensee of Hoyle® a division of Brown & Bigelow, Inc.

Circle Reader Service #216

▸ 3D CARDS PART 2

accelerated for the Verité), and a CD with demo versions of the Microsoft Direct3D titles, Hellbender and Monster Truck Madness.

IndyCar 2 on this card looks–well, superlatives fail us. The clouds look real, the trees look real, you can read the text on all the cars and it runs at 28-30 frames per second.

Installation was a snap, and the Reactor uses the standard Windows 95 installation routines for adding new hardware. Overall, the card seems as solid as the 3D Blaster. Although Intergraph has no history of supporting consumer products, they seem committed to the long haul.

Intergraph has signed up a major distributor for the card, but in case you can't find it in the stores, the company is making an 800 number available for orders.



SIERRA SCREAMIN' 3D

Pros: Very good 3D performance, superb image quality, best Windows 2D performance of Rendition-based boards, good SVGA performance.

Cons: Poor DOS VGA performance, so-so overall Windows 2D performance.

Software Bundle: IndyCar 2, Silent Thunder (A10-II), CyberGladiators, Quake shareware (with VQuake patch)

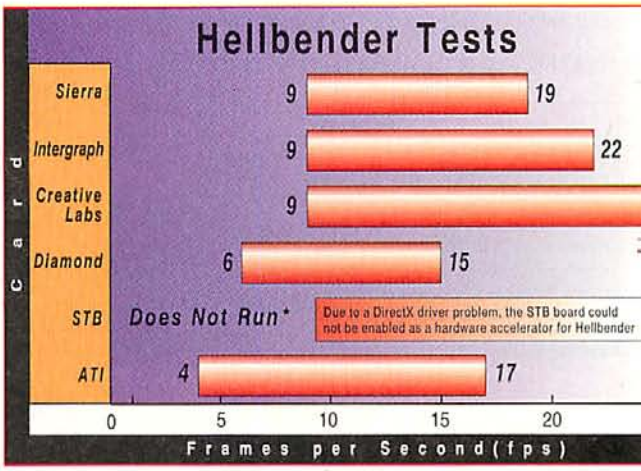
Price: Price: $199 (4 MB EDO DRAM))

Contact: Sierra On-line (206) 649-9800 http://www.sierra.com

SIERRA SCREAMIN' 3D

At first, it may puzzle some of you as to why Sierra, the game company, is selling 3D accelerators. Those of us with some historical perspective know this isn't unprecedented. A few years back, Sierra sold sound cards, hoping to seed the market so that more computer games would be incorporate high quality audio in their games. Now it's doing the same for 3D graphics. The board was actually designed by the American arm of Canopus, a Japanese company that's the largest vendor of graphics and add-in boards in Japan.

Although standard Windows performance was similar to the other two



AMBER

Journeys Beyond™







Death Is Not The End

An adventure game of supernatural beauty & haunting elegance for Win '95™

Journey into the unknown. Unravel mysteries hidden within compelling stories of heart-rending tragedy, mind-numbing obsession, and child-like innocence.

HUE FOREST ENTERTAINMENT

GRAPHIC SIMULATIONS CORPORATION

Circle Reader Service #390



3D GRAPHIC CARDS

cards, we've heard that new drivers are available which should boost the Winbench scores by about 25%.

The Screamin' 3D differed a bit from the other two boards, particularly in performance. In D3D test, fill rate was a bit faster, but polygon performance was slower. This showed up in Hellbender, where the average frame rate seemed slower than the other two Verité boards. However, the performance of the accelerated version of Quake seemed quite similar, as did IndyCar2. Like the other Rendition OEMs, Sierra will be bundling the shareware, Rendition-accelerated version of Quake, which will also let the full retail version take advantage of the Rendition chip.

Of course, being a game company, Sierra plans on bundling its own games. Sierra plans to sell and support the Screamin' 3D through its retail channels.

WORK IN PROGRESS: PERMEDIA

Several boards using the Permedia chip from 3D Labs will likely be shipping by the time you read this, including one from Creative Labs (part of their Graphics Blaster series). The folks at 3D Labs sent us a Permedia reference board with 4 MB of VRAM. The drivers were pretty solid, and we were able to thoroughly exercise the card and chip. DOS VGA and SVGA performance was below average, and Windows performance was also a bit sub-par. However, the card did quite well in our Direct3D benchmarks. Interestingly, the card not only came with the Permedia chip, but also 3D Labs Delta chip, which handles a lot of the geometry setup chores, offloading the main CPU. This was reflected by better polygon numbers with Delta enabled. Oddly, Hellbender did worse with the Delta enabled; according to 3D Labs, this is because many games (including Hellbender) have relatively low polygon counts, and Delta performs better when lots of polygons are thrown at it.

Permedia already has OpenGL and Windows NT 4.0 drivers, great 3D performance and passable Windows and DOS performance. When Permedia-based cards ship, they might be an interesting answer for those people who have to do "real" work in addition to playing games.

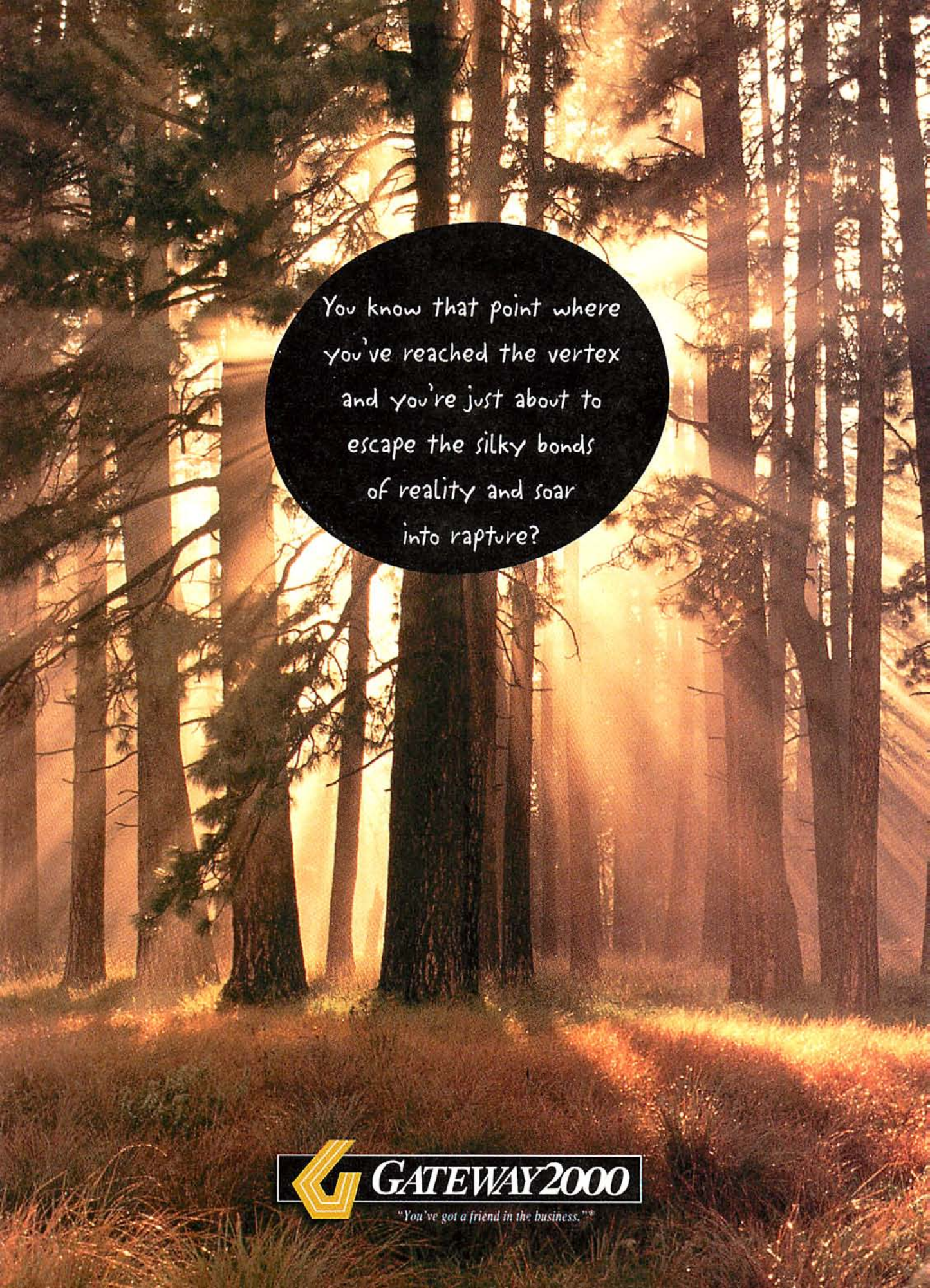
Work in Progress: PowerVR

The PowerVR chip is already on cards in some Compaq home computers. Videologic will be shipping PowerVR cards onto retail shelves sometime this Winter. Like the 3dFX boards, PowerVR boards are 3D only, requiring a PCI slot and another graphics card. However, the 3D feature set is much more limited. The PowerVR also has the capability of storing textures in system memory.

Unfortunately, we weren't able thoroughly wring out the card, as it requires DirectX 3.0 from Microsoft, which is just now shipping. We did look at a PowerVR-accelerated version of Mechwarrior 2. Because the PowerVR lacks texture filtering, the sky and ground textures seemed a bit pixelated, but performance was pretty good. Videologic expects their PowerVR-based Apocalypse 3D card to come in well under $200.

WHERE DO WE GO FROM HERE?

Looking back on the past two months, it's clear that 3D-accelerated graphics is here to stay. We're just now starting to see cards, such as the Rendition-based cards and the 3dFX cards, that really deliver on the promise of better image quality and better performance. Now all we need are the games.


You know that point where you've reached the vertex and you're just about to escape the silky bonds of reality and soar into rapture?
GATEWAY2000
"You've got a friend in the business."®

Playing with the Destination™ Big Screen PC from Gateway 2000 is so



of like that ... only better.

GATEWAY2000

"You've got a friend in the business."®

800-846-8571

http://www.gw2k.com/destination

intel inside

PENTIUM PRO PROCESSOR

GATEWAY 2000

DESTINATION *Big Screen PC*

D5-133

- Intel® 133MHz Pentium® Processor
- 32MB Synchronous DRAM
- 256K Pipelined Burst Cache
- Destination™ 31" VGA Monitor
- STB® 2MB VRAM Graphics Accelerator w/ Cable-Ready TV Tuner
- 2.5GB 11ms EIDE Hard Drive
- 8X CD-ROM/3.5" Diskette Drives
- 16-Bit Ensoniq® Wavetable Sound Card
- TelePath® 33.6* Data/14.4 Fax Modem
- 7-Bay Charcoal-Colored PC Case
- Wireless Keyboard w/ Integrated EZ Pad™ Pointing Device
- Wireless Field Mouse® Remote
- Four-Channel RF Receiver
- Microsoft® Windows® 95
- Destination Software Collection

$2999

D6-180

- Intel 180MHz Pentium Pro Processor
- 32MB EDO DRAM
- 256K Internal Cache
- Destination 31" VGA Monitor
- STB 2MB VRAM Graphics Accelerator w/ Cable-Ready TV Tuner
- 3.8GB 11ms EIDE Hard Drive
- 8X CD-ROM/3.5" Diskette Drives
- 16-Bit Ensoniq Wavetable Sound Card
- ▶ harman/kardon High-Fidelity Sound System
- TelePath 33.6* Data/14.4 Fax Modem
- 7-Bay Charcoal-Colored PC Case
- Wireless Keyboard w/ Integrated EZ Pad Pointing Device
- Wireless Field Mouse Remote
- Four-Channel RF Receiver
- MS® Windows 95
- Destination Software Collection

$3999

D6-200

- Intel 200MHz Pentium Pro Processor
- ▶ 64MB EDO DRAM
- 256K Internal Cache
- Destination 31" VGA Monitor
- STB 2MB VRAM Graphics Accelerator w/ Cable-Ready TV Tuner
- 3.8GB 11ms EIDE Hard Drive
- 8X CD-ROM/3.5" Diskette Drives
- 16-Bit Ensoniq Wavetable Sound Card
- ▶ harman/kardon High-Fidelity Sound System
- TelePath 33.6* Data/14.4 Fax Modem
- 7-Bay Charcoal-Colored PC Case
- Wireless Keyboard w/ Integrated EZ Pad Pointing Device
- Wireless Field Mouse Remote
- Four-Channel RF Receiver
- MS Windows 95
- Destination Software Collection
- Gateway Gold™ Premium Service and Support for Big Screen PCs**

$4799



▶ harman/kardon High-Fidelity Sound System

Seven-piece Dolby® Pro Logic® Surround Sound speaker system including AVR-10 audio/video receiver with remote, subwoofer, center channel, and four satellites for the ultimate multimedia audio experience.

$699

**Maximum data transfer rate dependent on certain variables including particular modems with which you are communicating, telephone lines, communications software and communications protocols.*

*** The Destination 31" monitor is covered by a one-year warranty. Call or write for a free copy.*

90 DAYS
NO PAYMENTS
Call for details!

GATEWAY2000
"You've got a friend in the business."®

800-846-8571

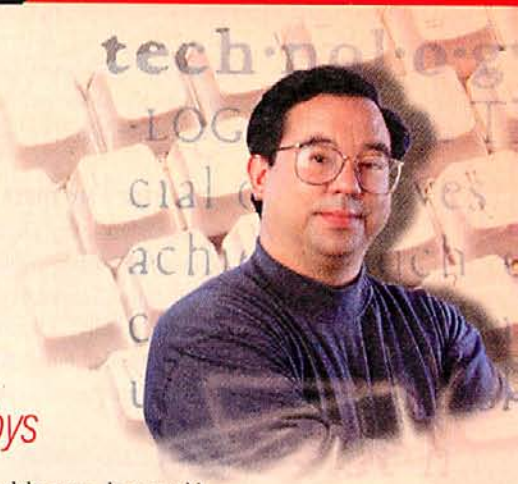
http://www.gw2k.com/destination

intel inside
PENTIUM® PRO PROCESSOR

©1996 Gateway 2000, Inc. GATEWAY 2000, "G" logo, TelePath, Field Mouse and "You've got a friend in the business" slogan are registered trademarks, and Destination, Gateway Gold, and EZ Pad are trademarks of Gateway 2000, Inc. The Intel Inside Logo, Intel and Pentium are registered trademarks of Intel Corporation. All other brands and product names are trademarks or registered trademarks of their respective companies. Many Gateway 2000 products are custom engineered to Gateway 2000 specifications, which may vary from the retail version of the software and/or hardware in functionality, performance or compatibility. All prices and configurations are subject to change without notice or obligation. Prices do not include shipping or applicable sales tax.

Santa's Little Tech Helper

Tips For Avoiding Technical Difficulties With Your New Toys



by Loyd "Propeller-Head Elf" Case

I was sitting at the keyboard trying to finish the graphics card article when the phone rang. The distraction was annoying. "Hello?" I said tersely.

"Hello. Is this Loyd Case?"

"Yes."

"This is S. Claus. Can we talk for a moment?"

I took the phone away from my ear and stared at the receiver for a moment. "Come on, who is this?"

"Santa Claus. From the North Pole. Have you got a minute?"

"Sure." Maybe, I thought, if I humor him for a few minutes, he'll go away and leave me alone.

"You know about the letters we get before Christmas asking for presents?"

"Of course," I replied. "When I was a kid, I sent a few myself."

"Right. Did you know about the letters we get *after* Christmas?"

"Uh, no," I replied, mystified.

"These last few years, we've been delivering a lot of computer hardware and computer games. We try to keep up with the trends. But in the last couple of years, we've been getting a huge amount of mail after Christmas asking us for support, and the elves are just swamped."

"Can't say I'm surprised. What do you want from me?"

"Could you dig into your mail bag and write up some tips on what to expect? Maybe I'll get a little less mail after December 25th. The mail we get before the 25th is bad enough."

"Uh, sure Santa, anything to help."

At this, he hung up.

Well, I don't know if it was really Santa, but he has a point. This holiday season, you'll probably see that new game or piece of hardware that you'd been anticipating. So I dug into my e-mail box and found some unpleasant experiences people have had—and came up with some tips for avoiding them.



MICHAEL SEXTON

THROUGH THE GLASS, DARKLY

Recently, one reader bought a copy of MARATHON 2 for Windows 95 by Bungie Software. MARATHON and MARATHON 2: DURANDEL have gotten rave reviews in the Macintosh press, but this was Bungie's first port to Windows 95. When my correspondent installed the game, he was told that his graphics driver hadn't been tested with DirectDraw, so did he want to have them replaced? When he clicked NO, the installation program exited.

Somewhat annoyed, he ran the installer again, but answered YES this time. Therein began a nightmare of system reconfigurations, downloading new drivers and hours spent reinstalling Windows 95.

While MARATHON 2's installation is particularly egregious in its refusal to install at all if you don't want your graphics drivers overwritten, most Windows 95 games that use DirectDraw ask you this question—even when you have the latest and greatest drivers already installed. Come on, I thought, Windows 95 was supposed to *reduce* the amount of tech support required to run a game.

My advice is to get the latest possible drivers. If your card vendor isn't going to support DirectDraw in your particular card—because it's ready to collect Social Security—get a new card. Newer Win 95 titles have probably been written to DirectX version 3.0, but a recently purchased board may have shipped with DirectX 2.0 drivers, so you'll need a driver update from the vendor.

Another piece of advice: if the game refuses to install if you refuse to have it replace your driver, return the game. You

> "Fewer things are more annoying than hearing loud crackling coming from your new 9,000-watt speakers."

should *always* be given an option to not have an application muck around with a fundamental part of your system.

SO WHERE'S MY THREE GIG??

Recently, Western Digital and Quantum have begun shipping 3+ GB EIDE drives. Seagate is on the verge of shipping a 4 GB EIDE drive. The prices look pretty good, but getting one of these big drives may actually cause some major heartburn. The culprit is the ROM BIOS in your computer. Even some of the more recent BIOSes out there can't support a 3 GB drive, so you end up with apparently less space than you paid for.

The right solution is to get a new BIOS from your system vendor or dealer. If you can't obtain one, you'll have to look into a disk manager, like Ontrack, which is a device driver that lets your operating system see the full capacity of the disk.

LAB NOTES

Roland Source: The Roland SCD-15 is probably the finest-sounding MIDI wavetable daughtercard. It's a full Roland GS MIDI card that plugs into the wavetable connector on Sound Blaster 16s, AWE-32s and other sound cards with a 16-pin Waveblaster header. Unfortunately, it seems to have disappeared since Roland USA bailed out of the consumer desktop audio market. Fear not, the SCD-15 and its General MIDI-only sibling are still available from a company called Edirol. They are selling the SCD-15, SCD-10 and a host of other Roland desktop gear. Check it out at http://www.edirol.com or by calling 1-800-380-2580.

NO JOY WITH JOYSTICKS

We've run this one in the past, but I keep getting e-mail on it, so let's do it again, along with a new twist for Plug-and-Play (PnP) sound cards.

Trying to get a joystick configured in Windows 95 apparently requires a degree in arcane studies—especially true if you have a PnP sound card *and* a dedicated game card. Not one, but *two* game port adapters appear in your device manager, and *neither* of them seem to work. Here's how you get them going:

First, bring up the device manager by right-clicking on the My Computer icon and selecting Properties, then click on the Device Manager tab. Scroll down until you see Sound, Video and Game Controllers. Delete *both* entries. Now reboot the system.

Since the sound card is a PnP card, Windows 95 will detect the joystick port and add it in. Now bring up the device manager again, and find the entry for the



HEARING AIDS FOR THE GAMING IMPAIRED.



The speakers that came with your computer are fine when you're creating reports and spreadsheets. But when it comes to playing games, your speakers don't cut it. Our ACS55 three piece Dolby® Multimedia Surround Sound Speaker System is an integration of hardware and software that will revolutionize your gaming audio.

Satellite drivers fire multidirectional gaming audio for true surround sound. Combined with Dolby circuitry and our 30 watt subwoofer, you'll hear game sounds that will twist your head around. And our ACS55 system includes WaveCube™ software adding interactive audio steering of your game sound and Wavetable true sound quality technology. Every game sound. Loud and clear.

Your games have sounds intended to amaze your ears. Don't let your computer speakers get in the way.

For more information on the ACS55, call 1-800-648-6663 Multimedia Division, Altec Lansing Technologies, Inc. Milford PA 18337 http://www.altecmm.com

ALTEC LANSING MULTIMEDIA®

©1996 Altec Lansing Technologies, Inc. Dolby® and the double-D symbol are trademarks of Dolby Laboratories Corp.

Circle Reader Service #52

game port. Select Properties for that device and click on the Original Configuration box so that it is empty (i.e., there's no longer a check mark).

Now run Control Panel; select Add New Hardware; find Sound, Video and Game Controllers; and add in the driver for the game port (it's listed under Microsoft). You may have to restart the system, but now a joystick attached to the dedicated game card should work correctly.

SNAP, CRACKLE AND POP: GREAT FOR CEREAL, NOT SPEAKERS

If you've just acquired a pair of $200 (or more) speakers, fewer things are more annoying than hearing loud hiss or crackling coming out of your killer new 9,000-watt speakers. Check the back of your sound card. You may have attached the speakers to the socket labeled Speakers.

This may seem counterintuitive, but remove the jack from the Speaker socket and plug it into the Line Out socket. Many sound cards have 2- or 4-watt amplifiers for unpowered speakers, and this "amplified" signal has, uh, suboptimal audio fidelity. If you already have speakers with serious amplification, they'll sound better with the much cleaner line-level signal from the Line Out jack.

WEIRD EXTRA DEVICES

Another problem that occurs occasionally is that of phantom devices showing up in your device manager. For example, if you have nothing but SCSI drives on a newer Pentium system, you probably disabled the built-in EIDE PCI ports. However, these still mysteriously appear in the device manager, because Windows 95 flippantly bypasses the BIOS when doing its device detection. The secret is to go to the device manager, select the tab labeled General (as in the sound card joystick port above) and then deselect the box labeled Original Configuration. The device will still appear in the device manager, but it will actually be disabled.

CHECK TCP/IP FOR PERFORMANCE

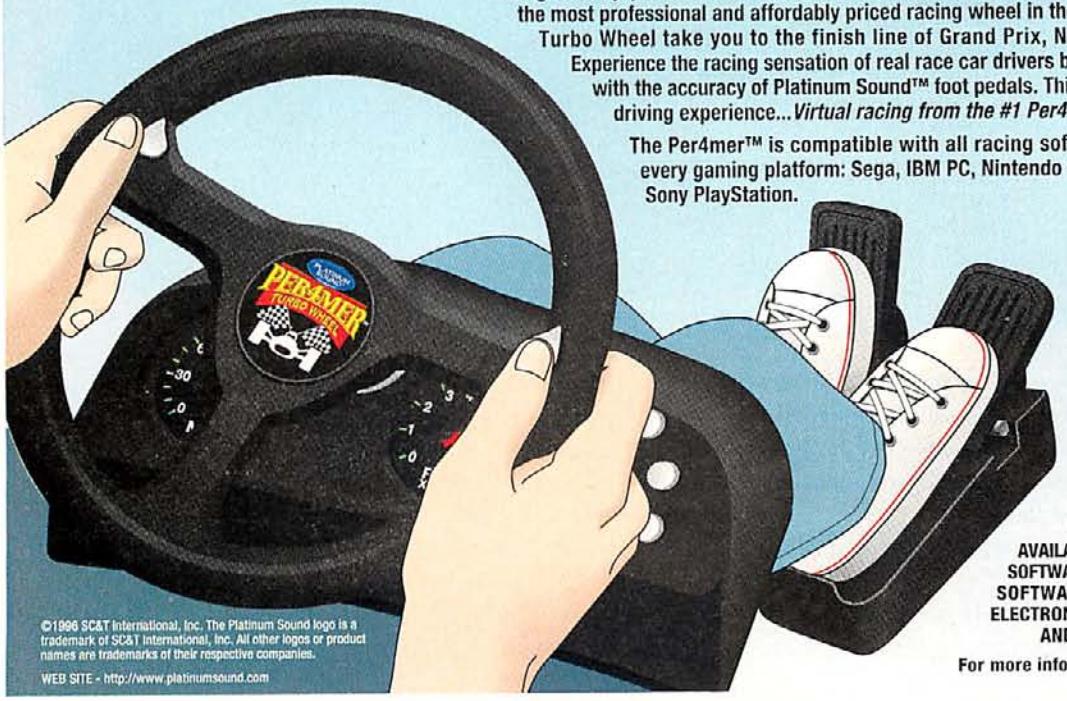
If you've played Windows 95 games, or played DOS games directly from the Windows 95 desktop, you may have noticed odd pauses and hesitations in otherwise smooth-running games. If those pauses or hesitations happen at regular intervals—three or four at a time—check your networking configuration. From Control Panel, bring up the Network control panel. If you have a network card, and TCP/IP is enabled for that card, then that may well be the source of the pauses. Turn off TCP/IP while playing the game. (Note: It's okay if TCP/IP is enabled for the dial-up adapter, usually for Internet access. These pauses don't occur then, unless you're logged into your service provider.)

Well, it looks like we're out of space for this one. When you write Santa your letter, make sure you tell him I did my part. Now he needs to deliver, so fire up the reindeer... CG

REAL RACE CAR DRIVERS DON'T USE JOYSTICKS...NEITHER SHOULD YOU!

Racing with a joystick...is like trying to win a Formula 1 race with a flat tire!...Grab hold of the most professional and affordably priced racing wheel in the world. Let the Per4mer™ Turbo Wheel take you to the finish line of Grand Prix, NASCAR and the Indy 500. Experience the racing sensation of real race car drivers by accelerating and braking with the accuracy of Platinum Sound™ foot pedals. This will give you the ultimate driving experience... *Virtual racing from the #1 Per4mer™ in the industry.*

The Per4mer™ is compatible with all racing software and is available for every gaming platform: Sega, IBM PC, Nintendo SNES, Nintendo 64 and the Sony PlayStation.



PLATINUM SOUND™
Multi Media Products



AVAILABLE AT: BEST BUY, COMP USA, SOFTWARE ETC, BABBAGES, EGGHEAD SOFTWARE, SUN TV & APPLIANCES, ELECTRONIC BOUTIQUE, KAY BEE TOYS AND OTHER LEADING RETAILERS.

For more information call 1-800-408-4084

©1996 SC&T International, Inc. The Platinum Sound logo is a trademark of SC&T International, Inc. All other logos or product names are trademarks of their respective companies.

WEB SITE - http://www.platinumsound.com

Circle Reader Service #83

WICKEDLY FAST 3D, WINDOWS & VIDEO

MATROX MYSTIQUE



From the people who brought you Matrox Millennium, the world's favorite graphics accelerator, comes the next wave of graphics innovation for your home PC.

Matrox Mystique's state-of-the-art technology combines the new MGA-1064SG 64-bit graphics chip, advanced PCI design and powerful SGRAM memory for mind altering performance.

Experience today's 3D game titles at up to 30+ frames per second at higher resolutions and color depths with *Matrox Mystique's* lightning fast 3D texture mapping engine. At last you get amazing game performance at up to twice the speed of the competition's 3D *decelerators*.

From now on your Windows 95 applications will explode onto your screen at over 44 million Winmarks. You'll play back TV quality MPEG and AVI video clips at a smooth 30 frames per second. And get the world's fastest DOS game acceleration.

Enter an exciting new world of video applications. Matrox's high quality upgrade modules (Q1 '97) redefine video on the PC. Send video over the internet, play PC games on your big sceen TV, decode MPEG video in hardware, watch TV on the PC and a whole lot more! Explore all the possibilities - at an incredible low price.

Satisfy your desire for the fastest, most complete 3D entertainment and multimedia graphics accelerator. Discover the plug and play world of *Matrox Mystique*. Starting at only $179 (ESP 2 MB, PCI bus)



new low price of $179 (ESP)

Come see us at Comdex booth M644!

FREE SOFTWARE BUNDLE*

DESTRUCTION DERBY 2 — PSYGNOSIS

MECHWARRIOR 2 — ACTIVISION

SCORCHED PLANET — CRITERION

MPEG

VREAM WIRL

matrox

1-800-362-9349 http://www.matrox.com/mga

Matrox Graphics Inc. 1025 St. Regis Blvd.Dorval, Quebec, Canada, H9P 2T4
Tel: 514-969-6320 Fax: 514-969-6363 In Quebec, call: 514-969-6330
*Retail version only

All Direct 3D tests conducted on Sept. 6, 1996 by Matrox Graphics Inc. on a Gateway P5-166 configured with Intel P5 166Mhz, 16 MB of RAM with 256k cache. Matrox Mystique, Diamond Stealth 3D 2000XL and ATI 3D XPRESSION were configured with 2 MB of memory for the PCI bus using driver releases 3.11, 4.01.2101 and 2.22 respectively for Windows 95. ATI has not released Direct 3D drivers for the 3D Xpression therefore drivers provided on the Microsoft DirectX 2.0 SDK were used. Direct 3D tests done using Tunnel from the DirectX 2.0 SDK. Diamond Stealth 3D 2000XL and ATI 3D XPRESSION tests were conducted at 512 x 384 in 16 bit while Matrox Mystique tests were conducted at 640 x 400 in 16 bit, based on Gouraud shaded, perspective correct textured, point sampled, 16 bit per pixel color, diffused rendered polygons.

Circle Reader Service #259

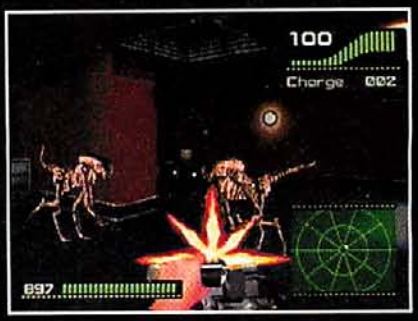
A FULLY NETWORKABLE NIGHTMARE!



IN CYBERSPACE, NO ONE CAN HEAR YOU SCREAM.



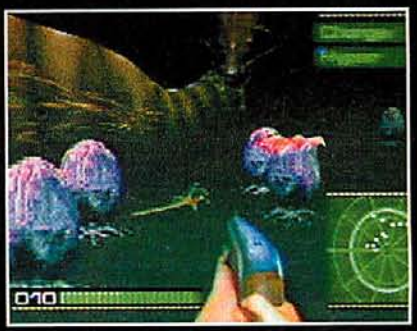
360° of Xenomorph hell...you're surrounded!



Wickedly explosive weapons designed to devastate!



Multi-player mayhem over a network.



Welcome to the nursery... waste the brood!

ALIEN™ TRILOGY

Alien Trilogy is fully-loaded for real-time multiplayer network action--taste the terror of a true cyberspace deathmatch! With unique PC ONLY features including enhanced game play, environmental scarring, realistic explosions, audio voice-over and incredible multiple network levels! Live in fear! All the gut-churning 3-D action of the complete Alien Trilogy in one black-death, white-knuckle nightmare.

MATURE M AGES 17+

DOS CD-ROM

FOX INTERACTIVE

Alien, Aliens, Alien 3 ™ & © 1979, 1986, 1992, 1996 Twentieth Century Fox Film Corporation.
Acclaim is a division and registered trademark of Acclaim Entertainment, Inc. ® & © 1996. All rights reserved.

Acclaim entertainment, inc.

Role-Playing's Cutting Edge



Here At Last, DAGGERFALL Is A Real, Epic RPG Of A Lifetime

Few games have been as eagerly anticipated as Bethesda Softworks' THE ELDER SCROLLS: DAGGERFALL, especially given the horrid dearth in quality CRPGs these days. Other than Blizzard's DIABLO, this may well be the only role-playing product we have until sometime next year, which makes the interest in DAGGERFALL all the greater. In particular, people want to know two things: Is it better than the game's prequel, ARENA? Is it as buggy as ARENA? The answer to both questions is yes.

We'll come to the problems in due time; right now, let's look at the game itself. Your character is a trusted confidant of the Emperor of Tamriel. He sends you to the royal court of Daggerfall because the ghost of Daggerfall's previous king, Lysandus, haunts the streets at night, calling for vengeance. No one knows why. Your job is to find out.



HAY THERE Horseback riding through the streets of Daggerfall. This is one of the game's more earthly (and earthy) ways to travel.

> "DAGGERFALL is the closest thing to real role-playing I've seen outside of the ULTIMAS."

There is also a secondary mission: The Emperor sent a letter to the queen of Daggerfall that never arrived. He wants you to find out about that, too, and retrieve the letter, if possible. You start for Daggerfall, but a storm wrecks your ship and you end up in the dungeon of Privateer's Hold instead. This is where the game actually begins, and your first task is to escape the Hold and get to Daggerfall itself.

I GOT SKILLS

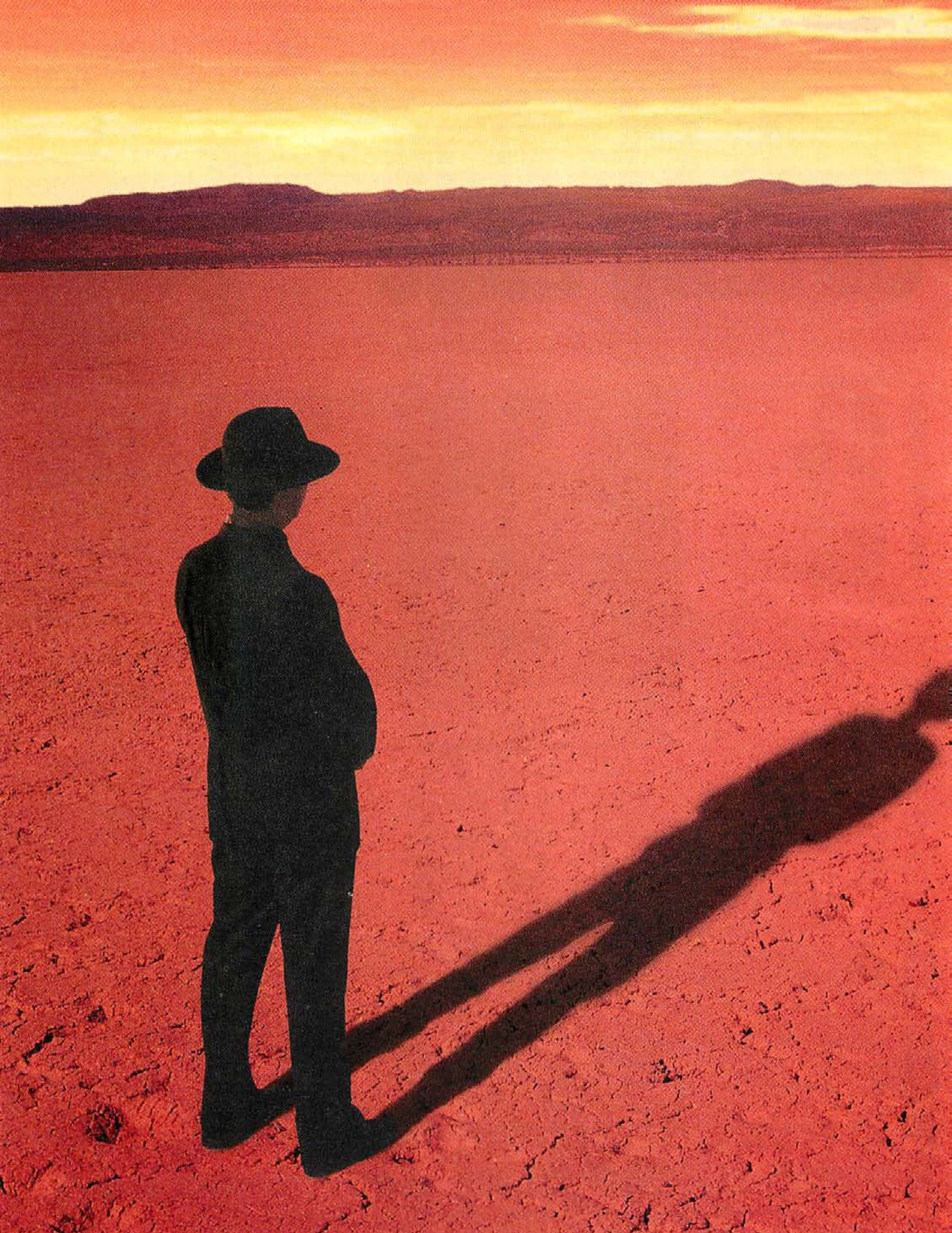
Anyone who played ARENA will find much that is familiar in DAGGERFALL. The view is again 3D, with movement by either mouse or cursor. People stroll the streets during the day, and clicking the cursor on someone will usually begin a conversation. Seasons and weather change; you can find yourself trudging through rain, snow, fog, or sunshine. As before, combat is in real time. Spellcasting is done by bringing up the spellbook, which temporarily freezes the action while you choose an incantation.

However, though much is the same,

CRYSTAL BALL

As we close the curtain, adjust our cape, and gaze into the crystal ball this month, your adventure game soothsayer is getting a vision of a famous text adventure game that begins with Z and ends in K. The middle letters are a little blurry. What we see, in any case, is a vision of hard-working people at Activision commencing development on the next game in this series, which will apparently be much more humor-oriented than the previous title. First, however, the company is finishing up their graphic version of another classic text adventure, PLANETFALL, due for an early '97 release.

▶Another intriguing title coming up is REALMS OF THE HAUNTING, a 3D adventure/action hybrid (using the NORMALITY engine) with an epic story line of good vs. evil. The game looks and feels like an adventure game, but with combat sequences punctuating the ride. Could be the type of genre-buster that the more adventurous among us crave.



SEGASOFT™ Developed by ©1996 SegaSoft Inc. All rights reserved. Obsidian ©1996 Rocket Science Games, Inc. All rights reserved. SegaSoft and the SegaSoft logo are trademarks of SegaSo



ket Science, the Rocket Science logo, and Obsidian are trademarks of Rocket Science Games, Inc. Windows is a trademark of Microsoft Corporation. Macintosh is a trademark of Apple Computer, Inc.

Circle Reader Service #267



THE WARRIOR'S WARDROBE DAGGERFALL's robust inventory display helps Scorpia meet her busy schedule. After eight, she changes into evening armor at the click of a mouse.

there are many changes, too, and perhaps the biggest one is the switch to a skill-based advancement system. It is no longer a matter of how many monsters you kill. Your character's rise in level is governed solely by the rise in his or her skills. As the skills improve, your character goes up in level; the more you use them, the faster you go up. Skills are divided into four groups: primary, major, minor, and miscellaneous. All of them improve with use at the same rate (faster when the skill is low, slower when the skill is high).

Because of this change and the addition of skills that did not appear in ARENA, you won't be able to transfer any ARENA characters into DAGGERFALL; you must create a new one. All the old professions, from the Acrobat to the Spellsword and Sorcerer, are available in DAGGERFALL. You can choose one of these "off the rack" classes, or you can create your own.

That's right—you can now make your own character class. You choose the starting skills, any advantages or disadvantages, the minimum stats, and even the maximum number of hit points per level. If you want to be a Sorcerer who can wear plate armor, or a Battlemage who's immune to paralysis, you can do it. This doesn't come free, however. Making a character too potent increases the difficulty of improvement; it can go as high as three times normal progress. So while you can be a virtual superman or superwoman, your character will advance in skills very slowly.

To counter this, you can assign a few disadvantages to bring progress back down to a more reasonable level; adding two or three disadvantages to a character that has no special advantages will make it easier for him or her to increase skills. Of course, surviving in the game may be harder for that person, depending on what you choose.

MEMBERS ONLY

Another new feature is the introduction of reputation. You have many reputations in DAGGERFALL, which reflect how well (if at all) the game's numerous groups like you. The local population, the nobility, the merchants, guilds and temples, knightly orders, the underworld—all these and more have a certain view of your character that will shift and change throughout the game based on your actions and other events. Your character does not exist in a vacuum here.

Speaking of guilds, temples, and knightly orders, there are quite a few you can join. This is an important aspect of DAGGERFALL, since rising in rank brings special benefits to members. For instance, potions now can only be purchased at a temple, and only by a temple member of high enough rank (this varies by temple, and not all temples sell potions). Joining the Mages Guild and going high enough gives you access to the Item Maker, where you can have items enchanted with a variety of different spells. You also, of course, obtain access to the ever-popular Spellmaker for those custom spells.

You have to work for the benefits, though. Rising in rank is a combination of doing quests for the guild and improving those skills the organization most favors. Promotions don't happen overnight, either; it takes time to work your way up the ladder.

In a departure from most traditional games, your character does not absolutely have to be good (whatever your definition of *good* may be). You can create an assassin and go around committing murders, or a thief who picks pockets and robs stores. I don't know if it's really possible to complete the game as a member of the Dark Brotherhood, although you should be able to manage it as a thief. Further, you can also play as a vampire or werewolf. In most games, lycanthropy or vampirism would mean the end of the character. Not here; you can go on, with the benefits of that particular monster type...and also the drawbacks (fairly severe, for vampires). Again, I don't know if you could



HOMING WHERE THE HEART IS If you like combat, DAGGERFALL aims to please. Our archer is about to give this wereboar a heart attack.



Price: $79.99
System Requirements: IBM compatible 486-66 or better processor, MS-DOS 5.0 or later, 8 MB RAM, 2x CD-ROM, VGA compatible graphics card, joystick or Microsoft compatible mouse; supports most popular sound cards, including Aria, Ensoniq, Roland, Sound Blaster, and UltraSound.
Protection: None (CD must be in drive)
Designers: Julian LeFay, Hal Bouma
Publisher: Bethesda Softworks
Rockville, MD
(301) 926-8300
Reader Service #: 341

Advanced Dungeons & Dragons®

FORGOTTEN REALMS®

Napoleon had a brilliant strategic mind.
Imagine what he could have done with a body like this.



Introducing Blood & Magic.™
The first ever *REAL TIME* AD&D® strategy game.

Enchanted forests. A land of floating islands. You're in the FORGOTTEN REALMS WORLD®, but in regions never before seen. Five entirely new realms. Each with its own landscape and hidden treasures. Its own perils.

You have command of up to 30 unique characters. Of armies brought to life with stunning animations, in horrifyingly clear detail.

It is by your wits that you build armies, withstand advancing legions, transform your Acolytes and exploit the landscape to your purpose. It's a world of strategy. Of fantasy. A place you have never been before.

And it definitely isn't Waterloo.

- **5 Realms (30 total missions), each with its own unique landscape & exotic magical items to manipulate**
- **Fantastic weapons, treasure chests, magical potions and violent spells await your discovery**
- **Command 30 unique AD&D FORGOTTEN REALMS® characters and monsters from wyverns to wizards**

Blood & Magic™



Interplay™
BY GAMERS. FOR GAMERS.™

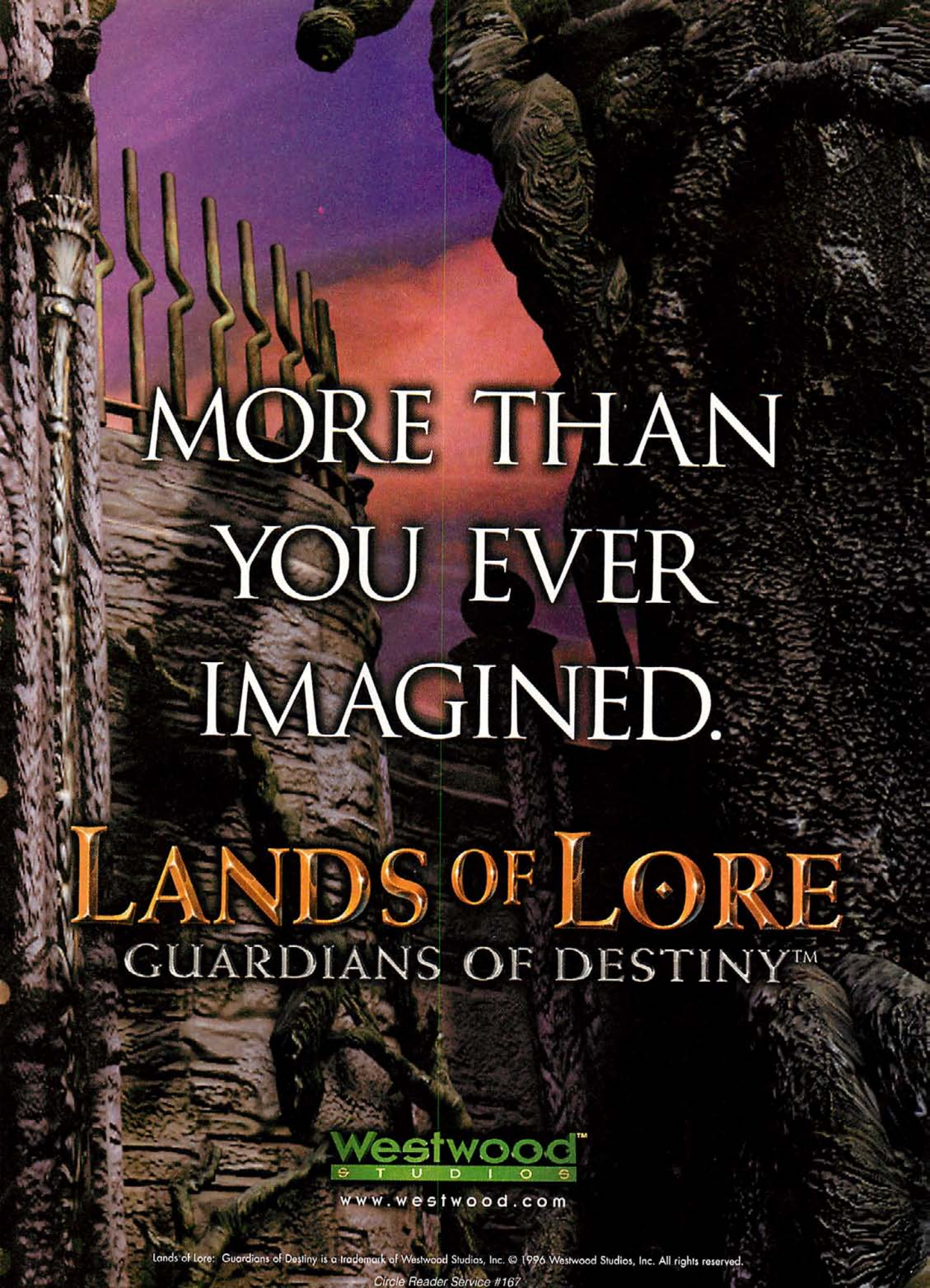
MACPLAY™
Your Premier Macintosh Game Source

Download the interactive preview at www://interplay.dragonplay.com

Available on PC and Macintosh CD ROM

©1996 Tachyon Studios. All rights reserved. INTERPLAY and MACPLAY are trademarks of Interplay Productions. All rights reserved. Licensed and distributed by Interplay Productions. All rights reserved. BLOOD & MAGIC, ADVANCED DUNGEONS & DRAGONS, AD&D, FORGOTTEN REALMS, and the TSR logo are trademarks of TSR Inc. All rights reserved.

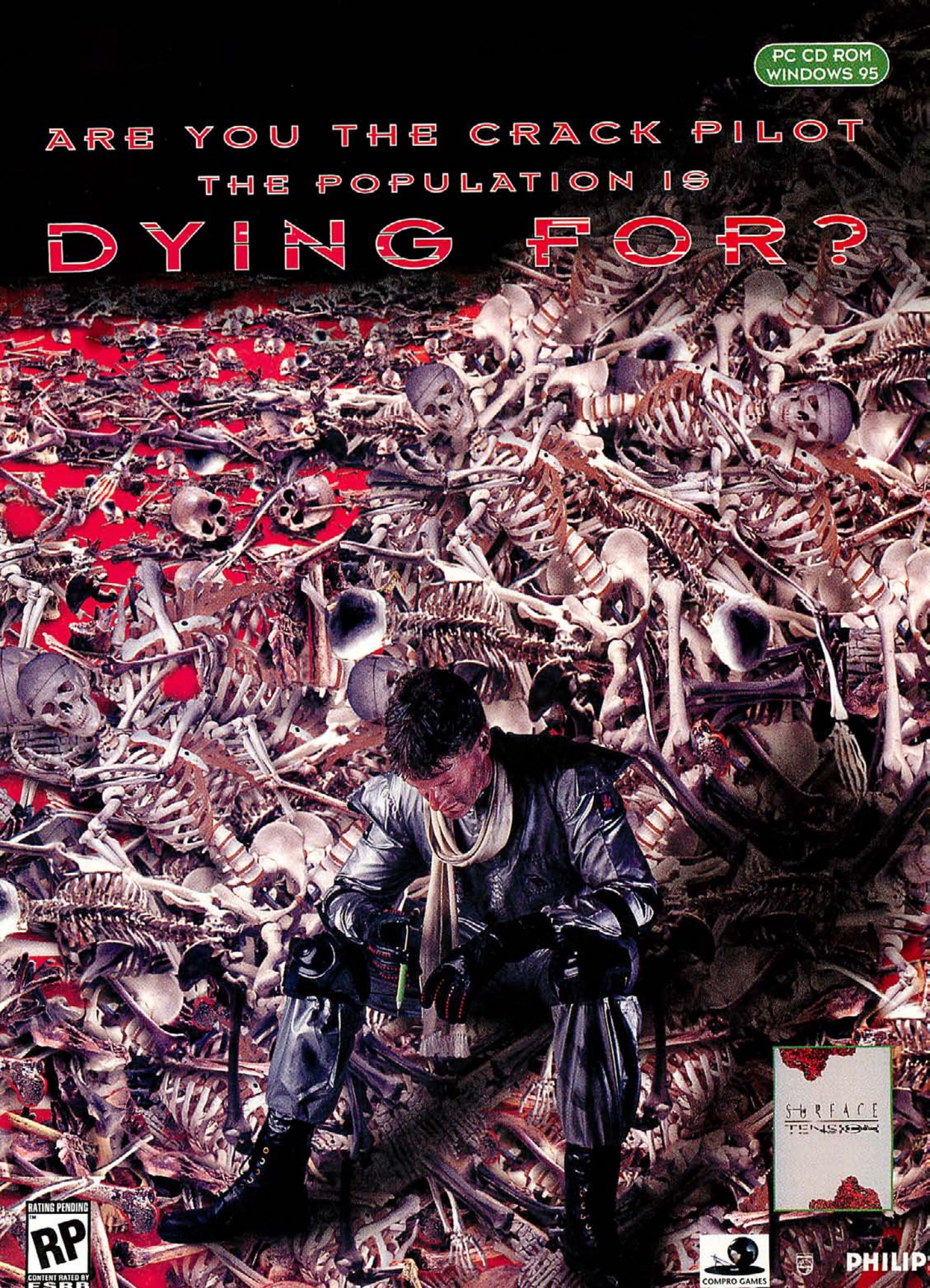




Lands of Lore: Guardians of Destiny is a trademark of Westwood Studios, Inc. © 1996 Westwood Studios, Inc. All rights reserved.

PC CD ROM
WINDOWS 95

ARE YOU THE CRACK PILOT
THE POPULATION IS
DYING FOR?



SURFACE TENSION

RATING PENDING
RP
CONTENT RATED BY ESRB

COMPRO GAMES

PHILIP



FIT FOR A KING An outside view of the Castle Llugwych, one of DAGGERFALL's main-quest dungeons.

finish in that state, so it's just as well that cures are available, if difficult to obtain.

Side quests—errands you do that are unrelated to the main story—are many. They are handed out by guilds, nobles, merchants, and Daedra princes. While there are numerous variations, they can be distilled down to four main types: search and destroy (go somewhere and kill a critter); guard duty; retrieval (go to a dungeon, bring back a person or item); and the usual Fed Ex (take this to so-and-so at such-and-such place). This doesn't mean they're dull. When was the last time you were asked to participate in an exorcism, or investigate someone who is spreading malicious lies about your temple? With proper handling, a lot can be done with basic themes.

GO TO YOUR DUNGEON

Dungeons have been completely revamped in DAGGERFALL, and they can best be described as following the "endless corridor" model. Here is a general example: You enter a dungeon, starting in a room with two other doors. Both open onto passageways. You go down one of them. There are doors along the way. Some open onto rooms, others open to other corridors. Some of the rooms open onto yet more passages. In time, your automap becomes more convoluted than a plate of spaghetti, with corridors going off in all directions, under and over each other, twisting this way and that way, up, down, and all around. When Bethesda said "3D dungeons," they weren't kidding.

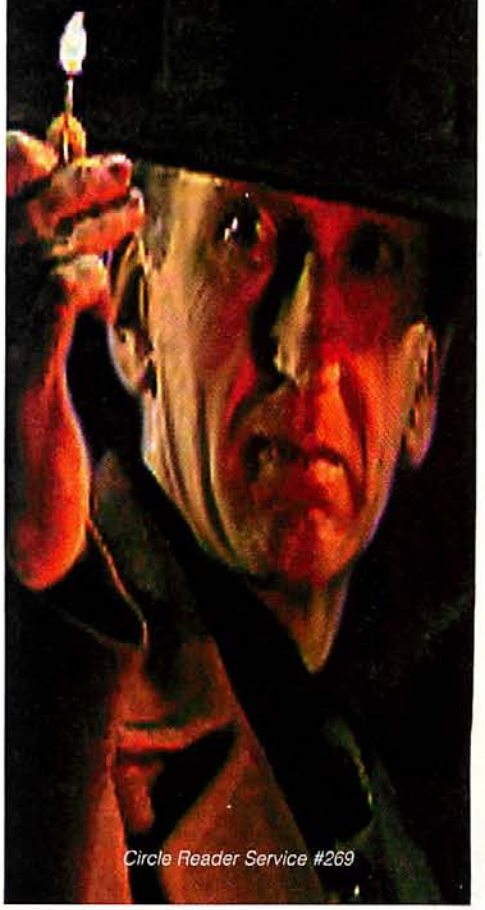
All dungeons have this format, although, of course, there are many variations. After you've been in a few, however, you will probably notice some familiar pieces, since the side-quest dungeons are created somewhat randomly, and individual parts are reused in different configurations. The main quest dungeons, however, were "crafted by hand," and each is unique, though even these follow the corridor model.

All dungeons, even the main ones, reset when you leave them—monsters, treasure, and all—so running out to rest up and then returning to continue isn't an



I GET AROUND DAGGERFALL's much-improved fast travel screen lets you navigate the huge empire of Tamriel with ease.

Goodness reflects the light; and evil, bears the seed of all darkness



Circle Reader Service #269

Internet & Network Play!

Advanced Dungeons & Dragons

BIRTHRIGHT

Now the quest for power runs in your blood. And on your screen.

Intrigue. Sorcery. Bloodtheft. It's all part of everyday life in the captivating world of ***Birthright.***™
Your battle against evil begins in Cerilia, where you alone have the power to preserve your domain. Your weapons? Strategy, skill, magic, and a unique heritage of divine power: your Bloodline.
Discover what happens when fantasy role-playing meets battle/strategy with ***Birthright.*** *Available now on CD-ROM.*



Seek fortune, power and adventure in the faithfully rendered realms of Anuire.



Become one of 34 interactive characters fighting to rule your domain.



Collect spells, weapons, blood abilities and the power you need to conquer evil.

Call (800) 757-7707 and lay claim to a $5 savings!

Mention BR002 to receive $5 off your purchase of Birthright. *(Your cost is just $49.95!) Offer expires 2/97.*

For more information, visit us at http://www.sierra.com/games/birthright/ or see your local

©1996 Sierra On-Line, Inc. ® and/or ™ designate trademarks of, or licensed to Sierra On-Line, Inc., Bellevue, WA 98007. All rights reserved. U.S. Patent No. 5,337,997. Other U.S. and foreign patents pending. Runs on Windows 95 or DOS. BIRTHRIGHT and ADVANCED DUNGEONS & DRAGONS are trademarks of TSR, Inc., and are used under license.

SIERRA®

TEEN T AGES 13+

option here. You pretty much have to do a dungeon in one expedition.

Towns and cities are as large as they ever were, but the town automap is greatly improved. Now, the shops, taverns, and guilds are highlighted in different colors, making them easy to pick out. If you look at such a building while walking by, its name is written automatically on your map.

THE BAD AND THE UGLY

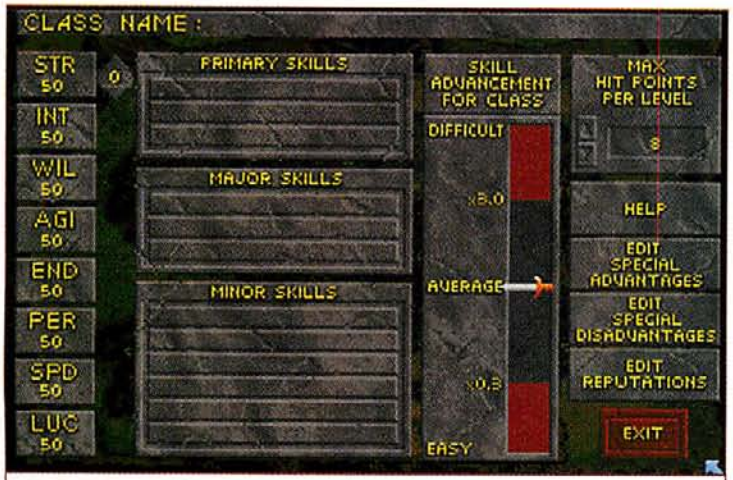
From all this, you may get the idea that DAGGERFALL is a huge game, and it certainly is. The game box says "200 hours of play," and that may well be a conservative estimate; I put in close to that just getting through it at breakneck pace (or as close to breakneck as DAGGERFALL allows). The game is deliberately designed to be played slowly, and for some people, it could easily be a lifetime project, there is so much to do here, not even counting the main line.

But every silver cloud has a dark lining, and the lining in DAGGERFALL can be rather dark at times. Most annoying is a startling omission from the manual that as soon as a character achieves 100 percent in a primary or major skill, level gain stops. That means no more hit points, and no more stat points to distribute. It could also prevent you from finishing the game if it occurs too soon, and that can happen quite easily. All anyone need do is buy a cheap spell at the Mages Guild, sit in a safe place (an inn room, for instance), and cast that spell over and over again, forcing the skill rating up. While boring and monotonous, that would eventually get the skill to 100. Now, if the character is still low-level at that time, he or she is skunked, because some parts of the main quest only kick in when the character reaches certain levels. Since the character is maxed out, however, that will never happen, and the game is at a permanent standstill as far as the main line is concerned.

There are players who will do this; it's a standard (if tedious) technique that is often used in games with skill-based systems (DUNGEON MASTER 2 and STONEKEEP, for instance). Even players who don't do this, but otherwise use magic heavily, may be caught in the trap. It is inexcusable that this information is not presented in the documentation as a warning that advancing too far too quickly can have disastrous consequences in the game.

Another annoyance is that you get only six save positions, which for a game of this size is totally inadequate. There should have been at least 10 of them. I could have lived without the cute snapshots if it meant more save slots.

While there are no riddles in DAGGERFALL, a number of dungeons have puzzles, mostly involving levers of one kind or another. Generally, there is no way to figure these out except by a lot of dull trial and error. This is especially the case in the final dungeon, which has



SELF-MADE MAN Forget those pre-hashed characters. One of DAGGERFALL's best features is that it lets you create a character completely from scratch.

Look to the spirit, for there lies the battleground...



Circle Reader Service #269



SPIRAL INTO THE SUBTERRANEAN TOMB OF QIN SHI HUANGHDI.



DISCOVER THE WONDER AND MYSTERY OF CHINA'S MOST RUTHLESS EMPEROR.



LIGHT TORCHES. ILLUMINATE PASSAGES. ENLIGHTEN YOUR MIND.



EXPLORE FIVE PHOTO-REALISTIC REALMS OF PERILOUS BEAUTY AND SPLENDOR.



INCREDIBLY BEAUTIFUL, HIGH RESOLUTION, 3-D RENDERED GRAPHIC ADVENTURE GAME.

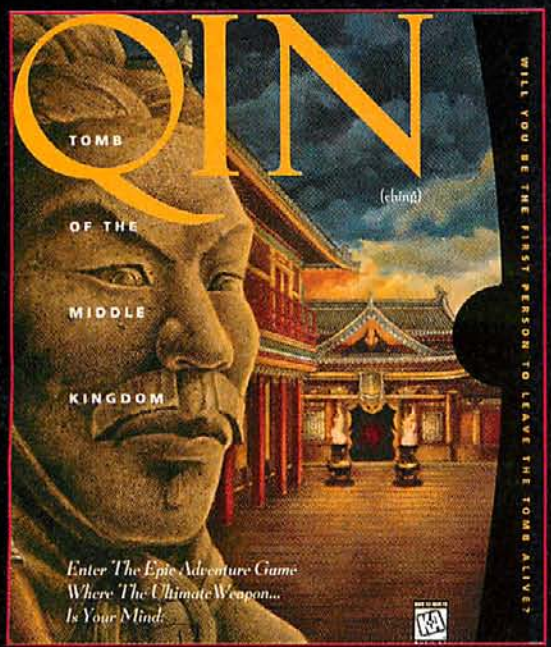
"Indiana Jones meets *Myst*."

—STEVEN GREENLEE, COMPUTER GAME REVIEW

QIN (CHING)

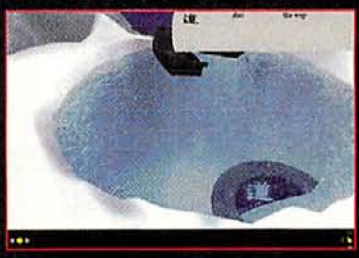
ENTER THE EPIC ADVENTURE GAME WHERE THE ULTIMATE WEAPON IS...YOUR MIND.

IN STORES NOW





SOLVE PUZZLES AND AVOID TRAPS AS YOU FIND YOUR WAY TOWARD MULTIPLE GAME ENDINGS.



COMPASS GUIDED NAVIGATION WITH PULL-DOWN REALM MAPS TO GUIDE YOU THROUGH THE TOMB.



MUSIC SCORE RECORDED ON AUTHENTIC PERIOD CHINESE INSTRUMENTS CREATES A FULL STEREO SOUNDSCAPE.



DO YOU POSSESS THE WISDOM TO UNEARTH THE TOMB'S SECRET?

Circle Reader Service #286

WINDOWS CD-ROM

TOUR QIN ON THE INTERNET AT HTTP://PATHFINDER.COM/TWEP/PRODUCTS/QIN

Distributed by WEA Visual Entertainment and Warner Books

© TWEP 1996 TIME WARNER ELECTRONIC PUBLISHING IS AN ARRANGEMENT OF WARNER BOOKS, INC. AND LITTLE, BROWN AND COMPANY (INC.)

quite a few of these. If we must have puzzles, they should be solvable by reasoning and inspection, and/or clues in the game, rather than a "let's pull this and see what happens" approach.

Most disappointing to me was the completion of the main line. After doing the final dungeon, what you get is a 20-second animation and some choice words about how the world is now changed. Only it didn't seem that way to me. The world seemed very much the same as before. There were certain Royal Personages who should have hated my guts, but they reacted to me about the same as always. I didn't have a very great sense of accomplishment after that.



COME ON IN! This charming little building is actually a typical dungeon entrance.

About the bugs—which were numerous—I'm not going to say as much as planned, because the patch file was released just before this article was written. It fixes 25 separate problems in the game, including a number of side and main quests that didn't work properly (including Mynisera's Letters, the dungeon with Dust of Restful Death, Lord Woodbome's Castle, and the dungeon in Castle Daggerfall). To Bethesda's credit, they moved fast on these and other bugs, the patch coming out within three weeks of the game's release. Still, there is no getting around the fact that, despite intensive testing, this game was released too soon, by at least a month. In any case, you can get the patch from any of the online services or from Bethesda's Web site (www.bethsoft.com). If you're not online, call Bethesda and they'll send you the patch. You really don't want to play without it.

ENDGAME

Yet, for all its faults, DAGGERFALL is still a tremendous product. There is much to like about it, from its wonderful custom character facility (one of the best I've ever seen) and skill-based advancement system to many other features there hasn't been room to discuss, such as the much-improved (and properly working) fast travel screen. A great deal of thought went into this game, and if some of those thoughts went a bit astray, quite a few others were right on target.

Let me put it this way: despite my frustrations with DAGGERFALL (I played most of the game before the patch file arrived), I am looking forward to replaying it, this time in the manner it was meant to be played, without having to skip, or skimp on, many of the parts that add so much to the experience. DAGGERFALL is the closest thing to real role-playing I've seen outside of the ULTIMAS, and that's saying a lot. It will definitely keep you busy and happily occupied for quite some time to come. CG

Scorpia would like you to know that she'd rather drink pond scum than rate a game. Blame the editors if you don't agree with this rating.—Ed.

APPEAL: Traditional role-playing gamers thirsting for the real thing.

PROS: An epic RPG, with hundreds of hours of gameplay. Great custom character creation, numerous good quests, great graphics, and more—a vast improvement over ARENA.

CONS: Big flaw in level-advancement system; some dungeons are too big and tedious; the initial release is too buggy; disappointing end game; and too few save game slots.

CG RATED



ENGAGE IN THOUSANDS OF EXCITING



RELATIONSHIPS WITH



TOTAL STRANGERS



WITHOUT

STUDIO 3DO



WEARING ANYTHING MADE OF LATEX.



This is not your typical PC product – Meridian 59 is ONLY played on the Internet. Requires SLIP/PPP Internet connection.

Visit your favorite retailer or to order direct, dial 1-800-336-3506.

3DO, the 3DO logos, Studio 3DO and Meridian 59 are trademarks and/or registered trademarks of The 3DO Company. Netscape Navigator and the Netscape Navigator Included logo are trademarks of Netscape Communications Corporation. All other trademarks and/or registered trademarks are the properties of their respective owners. © 1996 The 3DO Company. All rights reserved.

Babbage's · BEST BUY · COMPUSA THE COMPUTER SUPERSTORE · EGGHEAD · electronics EB boutique · the good guys! · MEDIAPLAY · software etc



Circle Reader Service #107

Daggerfall Tips

How To Cheat Death, Steal, And Increase Your Skills In DAGGERFALL

This month's column would normally have been the mail, but with the release of DAGGERFALL, *I decided to switch and offer some game tips for it instead. I suspect most readers won't mind (heh).*

—Scorpia

DAGGERFALL requires patience. It was designed to be played slowly. Not a lot happens at first in the main story line. You could easily feel at a loss after reaching Daggerfall, where nothing "special" is happening. Don't worry about it. Much depends on both the passage of time and your character's level. Just hang out, enjoy yourself, and things will start to roll, beginning around level 3.

However, don't go too fast, too soon. The final quests won't appear until level 10, so don't max out any primary or major skill until after that, or you'll be stuck. Minor and Miscellaneous skills are not a problem, since they can only rise to 90 percent.

Your character should have some ability in spellcasting. As in ARENA, this one is weighted toward magic-using classes. I recommend at least 1.75 Int in spell points, or more if you can manage it without making progress too high.

BAD REPUTATION

Whether your character is custom or pre-made, *always* answer the 12 background questions at the end. If you don't, the game does it for you, and you may not like the results. I didn't do it, and came in with a high reputation with the underworld, so all the non-guild quests I was offered ranged from smuggling to murder. Urgh! I ended up doing guild quests only.

Join the Mages Guild for access to the Spellmaker, and get the Teleport spell. This is the most important spell in the game. It gets you out of those huge dungeons quickly, which is particularly useful when you're on a quest. Teleport is instantaneous, so you have more time to find what you're looking for before the time limit runs out (many quests have time limits). Just remember to set the anchor before leaving town. Anchors are a one-shot deal; after you've returned to the anchor site, it's gone.

The best temple is Arkay; you only have to rise one rank, from Novice to Initiate, to buy magic potions. No other temple allows this at so low a rank. Make sure you always save the game before asking for a quest from anyone. While the patch file has fixed a number of side quests, it's likely that some escaped notice. You don't want to be stuck with something you can't finish.

While you can take your time getting to the main line, don't neglect any main line quest. It is vital to do all of them on time. Blowing a main line quest, or refusing one, means you can't finish, because you're only asked once (not a good thing). You'll know that something is part of the main line when a courier hands you a letter. However, on occasion, a letter will appear in your inventory without notice. After you reach level 3, check the "Clothing & Misc" slots every now and then to see if a missive has mysteriously appeared there.

LEARN BY DOING

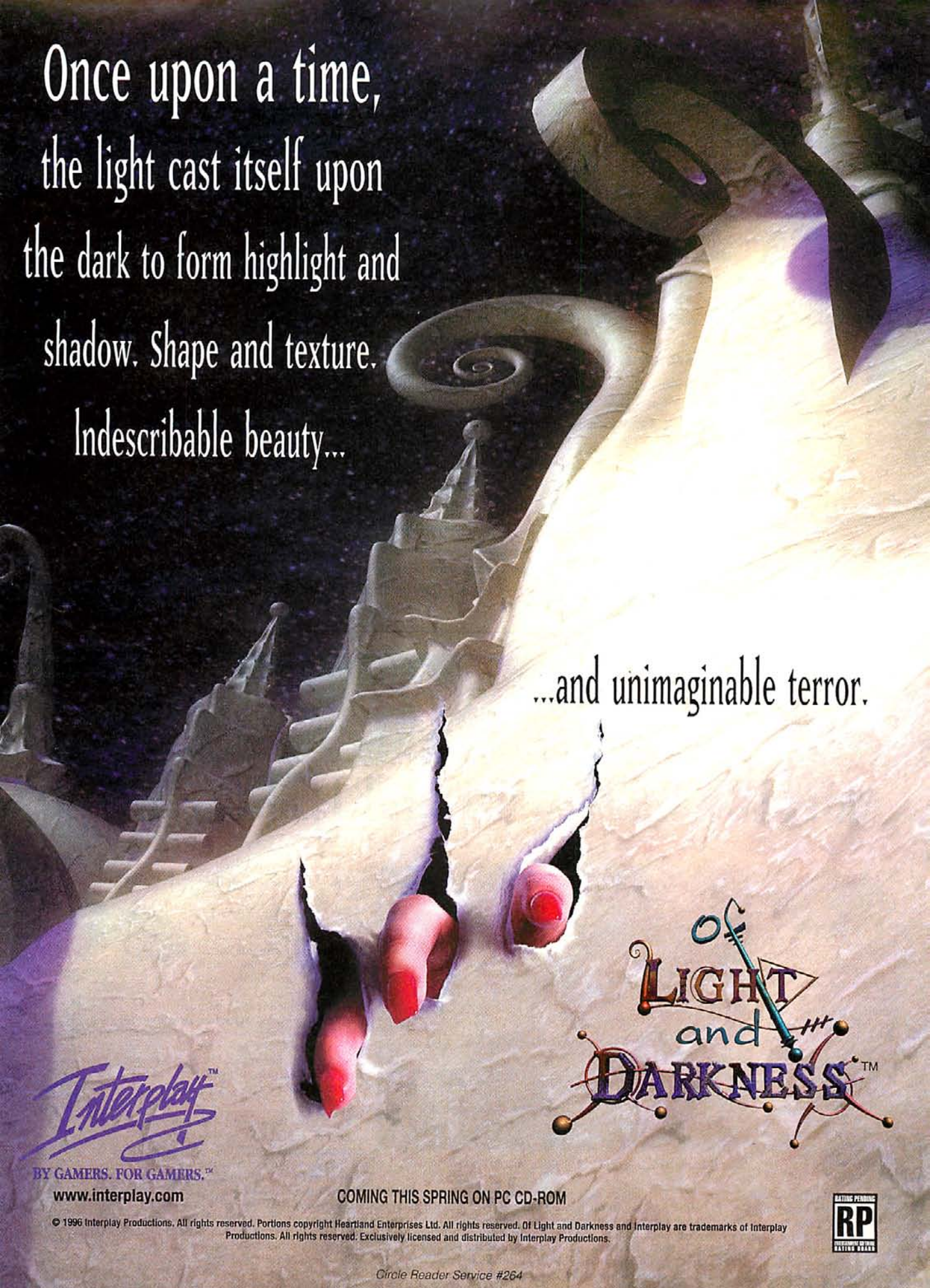
Going up in any organization depends on your rep with them (increased by questing) and skills they consider important. Just doing quests alone isn't enough; relevant skills have to be improved, too. Every time you gain a new rank, at least a month must pass before you can go up another, whatever your rep or skill levels may be.

For the four main guilds, what they value should be evident. With temples, it isn't obvious what the important skills are. To find out you can (a) save the game, (b) join a temple, (c) pay for training, and see what's offered. That will tell you what they're looking at. Then, if you don't like what you see, restore the game and try a different temple.

Train when you're low in level. Training anywhere costs character level x 100, and you get the same results whether you pay 200 gold or 800. Generally, training only improves a skill by 1 percent, and some-



UPPER MANAGEMENT One of the best ways to beat some of the monsters in DAGGERFALL is to fight from the top of a staircase.



Circle Reader Service #264

times you won't get an immediate increase from training, either. It works best for those skills you're really low on.

Save before you rest. That's when the game checks for both skill increase and level increase. When the level goes up, you receive hit points, plus random points (4–6) for increasing attributes. Especially if hit points are low, you may want to restore and try again for something better; you can never have enough hit points.

CRIMINAL ADVICE

If you plan to play a thief, buy a cart early in the game. Then, when you burgle a shop, grab all you can carry, put it in the cart, and continue on. You really build up cash quickly. Stealing from shops in daytime is not recommended (too easy to be caught); nighttime burglaries are safer and more profitable.

Whether you steal stuff or have items to sell from bodies or treasure piles, sell at a pawnshop. The prices will be better there, usually, especially if you have good mercantile skill. You always get less at fancier places (note shop descriptions when you walk in), so avoid them for resales.

The best place to buy weapons is Odd Blades in Daggerfall. As you go up in level, the selection becomes better, and eventually Mithril, Ebony and Daedric (the very best!) will be available for purchase. Unfortunately, there is nothing similar for armor. The occasional good piece shows up, but you'll have to depend on dungeoneering to acquire most of the better armor.



TRAVEL ADVISORY When using the Teleport spell (the most important spell in the game), remember to set the anchor before leaving town. Remember, too, that anchor sites can only be used once.

Fighting will occupy a lot of your time. The basic method is not to stand still, but move around. The two-step technique works most of the time: forward to strike, back before the target swings at you. You will often have to move back more than a step or two, depending on your opponent, so try to have room behind you for that. If you're at a dead end, facing something in a doorway, use the sidestep keys to "slide" down the hallway and give yourself some room.

Stairs are your friend. Many monsters

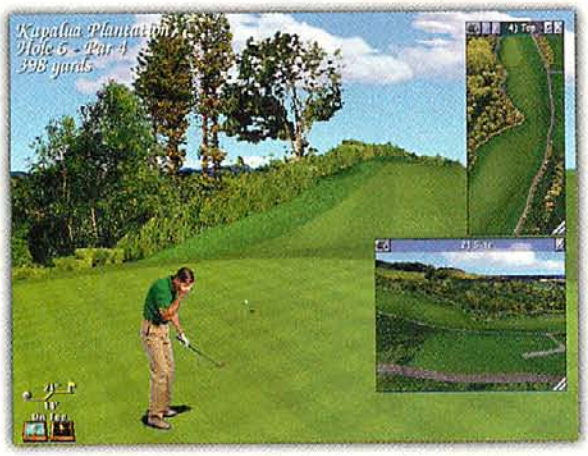
UP TO 1600 X 1200 RESOLUTION
ARNOLD PALMER AT LATROBE
UP TO 16.7 MILLION COLORS
LINKS LS
ALL-NEW MULTIPLE VIEWS
KAPALUA RESORT COURSES
ALL-NEW MODES OF PLAY

NEW LINKS LS: TOUR WITH THE LEGENDS IN SPORTS

What's New About Links LS? Every Leaf, Every Contour, Every Chirp...



...Up to 16.7 Million Colors– New Links LS has unlimited screen resolutions and up to 16.7 million colors—resolution independent means that Links LS can match any monitor's maximum viewing capabilities (even 1600x1200 and higher) and up to 16.7 million colors means the finest in color quality possible. You've simply never seen any golf simulation software this good!



Features include new Post-Shot Reactions and Multiple Views!

...The Most Realistic Golf Simulation EVER– The totally new terrain rendering engine and ball flight give Links LS a realism never before achieved in the gaming industry. As Links has always done, we render not just the hole itself but the entire course and more—you literally can hit your ball a half-mile out of bounds! Now, authentic ground, sand, and grass textures combine with dynamic shadows and fog, to give you a course so lifelike you can almost feel the wet grass! Our engineers have reworked the ball dynamics giving you true-to-life ball flight. Fade your drive just like the pros or watch as your high arching wedge shot actually backs up on the green.

...Arnold Palmer– Arnold Palmer at Latrobe—the first in our Tour Player Series, delivers far more than 18 holes of golf. The Arnold Palmer experience includes a virtual reality tour of Arnie's workshop, office and trophy room. Roam freely in 360 degrees and examine the tools of the trade behind the legend. Listen to Mr. Palmer give insights and recollections about his PGA and Senior PGA tours through Access Software's exclusive multimedia footage. Then tee off *as* or *against* the digitized Arnold Palmer, who not only looks & sounds exactly like Arnie, but plays with the same style and tenacity that defined the Legendary Grand Master of Golf.

...Kapalua– Resting on the wind-swept plains of the Golf Coast, two glorious Hawaiian Island courses have been selected to inaugurate Links LS as the first in the series of Resort Courses. The Arnold Palmer-designed Kapalua Village Course has a distinctly European flavor and a commanding view of the West Maui mountains. The 7,263 yard Kapalua Plantation Course showcases expansive slopes, deep valleys and unique native vegetation.

For more info, call 1-800-800-4880



ACCESS SOFTWARE INCORPOR

Circle Reader Service #248

have a hard time going up a stairway (not inclines). If you're fighting something tough (that isn't a spellcaster), try to reach stairs if some are nearby, and run to the top. Then turn around. The critter is likely to be near the bottom. Rush down, swing at it, and back up. Continue until the monster is dead. With careful timing, you may come out of the fight unharmed.

DUNGEON MASTERY

Carry a spare weapon in dungeons for bashing doors. Some doors are locked, and if lockpicking or an open spell doesn't work, you have to break the door open. Using an extra weapon saves wear and tear on your main hardware. The exception is the magically held lock. Any door with that requires something special to open it; there is no other way.

Resting in dungeons is difficult, and sometimes, even when you can, you may still be interrupted. One thing to do is rest in small increments, a few hours instead of "until fully healed." Cast a healing spell before resting; stamina and spell points usually restore faster than hit points, and that can reduce resting time, too.

Move slowly in dungeons, and listen carefully for sounds, especially of a door opening nearby. Approach any doors after that by side-stepping, so you're facing the door and don't have to turn towards it. This can be dangerous, though, if two doors are facing each other and both open. In that case, just walk past them a short distance by backing up to see what comes out.

Well, that should be enough to get you moving along in DAGGERFALL. There is, of course, more I could tell you, but you should find out at least a few things on your own (heh). Until next time, happy adventuring!

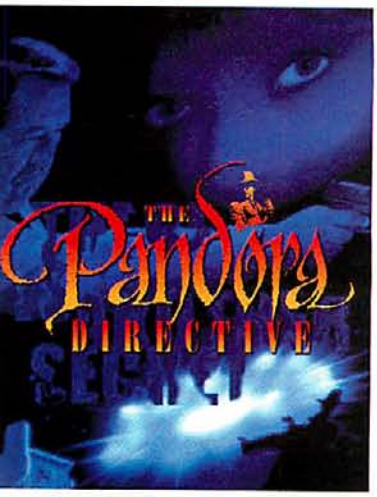


SHOP TALK The best weapons shop in DAGGERFALL is Odd Blades. The selections at the store get better, too, as you go up in level.

2 LEVELS OF PLAY
3 NARRATIVE PATHS
7 DIFFERENT ENDINGS
THE Pandora DIRECTIVE
23 UNIQUE CHARACTERS
58 PLAYABLE ROOMS
360 DEGREES OF FREEDOM

THE PANDORA DIRECTIVE: PLAY IT AGAIN, AND AGAIN...

Tex Murphy returns in the most replayable interactive movie ever made!



An Enormous Six-CD Cinematic Epic!

The Story– What is the truth behind the rumored UFO crash at Roswell, New Mexico? Why did the military suddenly shut down and seal off the Roswell complex? And why the frequent references to the lost Mayan civilization? It starts out like a hundred other cases. $500 a day (plus expenses) to track down a missing person. As you pick up Thomas Malloy's trail, you realize you're not the only one looking for him. By the time you discover that he's ex-military and knows what really happened on July 6, 1947, it's too late. The government's biggest secret is loose and you're trapped in a deadly game of cat and mouse with the most powerful and ruthless agency in the world. Based on the novel by Aaron Conners.



The Features– The most replayability of any interactive movie to date! Follow one of *three* narrative paths leading to *seven* different endings. Choose between *two* levels of play. The first level offers a complete on-line hint system to help you through the tougher puzzles. The second level—for expert gamers—has no hints available, but rewards players with higher bonus points, extra puzzles and locations. Our unique "Virtual World" engine allows you to slip under desks, rifle through drawers, and see the flies tanning in the light fixtures. Without the restrictions of rendered paths, you can explore Tex's three-dimensional world with full freedom of movement.









The Cast– Enjoy the difference Hollywood cinematography, acting, editing, stunt work, music, and direction make as the world of Tex Murphy becomes amazingly real. Starring Barry Corbin (*Northern Exposure, War Games*), Tanya Roberts (*View to a Kill, Beastmaster*), Kevin McCarthy (*Invasion of the Body Snatchers, Just Cause*), and Chris Jones (*Under a Killing Moon, Martian Memorandum, Mean Streets*) as Tex Murphy. Directed by Adrian Carr (*Quigly Down Under, Man from Snowy River, The Power Rangers*). Original music by Richie Havens and Nicole Tindall.

For more info, call 1-800-800-4880

ACCESS SOFTWARE INCORPORATED

Circle Reader Service #246

★★★★★ REVIEW • STAR CONTROL 3

DIFFICULTY LEVEL: EASY / INTERMEDIATE / ADVANCED

Can You Say Daktaklakpak?

Accolade's Genre-Busting StarCon 3 Is The Ultimate Space Adventure

by Elliott Chin

It's games like this that stir up heated arguments at CGW and throw our usually neat genre classification system into disarray. What exactly is Star Control 3? To begin with, it's the third installment of the very popular Star Control series, a hilarious and extremely well-scripted story of humans and aliens in perpetual warfare. Star Control 1 was an action-strategy game, while Star Control 2 was an adventure game with action elements. Star Control 3, though, is less forgiving to our CGW nomenclature. It's a plot-driven, action-adventure-strategy game that might not appeal to the classic adventurer, but should draw in the open-minded gamer who's looking for great stories, humor and gameplay.



Price: $49.95
System Requirements: 486/66 or better (Pentium 60 recommended), Windows 95 or DOS 5.0 or higher, 8 MB RAM, 5 MB hard disk space (65 MB recommended), VESA compatible SVGA graphics, 2x CD-ROM drive, mouse; Sound Blaster compatible sound card.
of Players: 1 (2 for Hyper Melee)
Protection: None (CD must be in drive)
Designer: Legend Entertainment
Publisher: Accolade
San Jose, CA
(800) 245-7744
Reader Service #: 327

THE PLOT THICKENS

Like Star Control 2, SC3 has a wonderful science-fiction story line. After dissolving the evil Hierarchy of Battle Thralls in SC2, you've forged a new alliance between your old allies and enemies called the League of Sentient Races. As the League commander, you've come to the Kessari Quadrant on a search for the lost artifacts of the Precursors, a race of technologically advanced, almost mythical beings who lived eons ago. Hopefully, their technology will help you save the galaxy from interdimensional fatigue. Entire star systems are imploding, and the phenomenon signals not only the end of the galaxy but also the total elimination of intergalactic travel. Luckily, you begin with a special Precursor vessel that allows you to freely explore the galaxy and search for races and artifacts to aid you in halting the galaxy's disintegration.

Of course, this wouldn't be Star Control without the inclusion of a dizzying array of subplots. Each race in your League has its own story line to follow. The Vux, for example, are xenophobic bigots who constantly push the boundaries of League rules. As their insolence grows more and more brazen, you must find a way to deal with them. The Utwig, on the other hand, are loyal and efficient members of your League until their Ultron, a piece of junk which they believe is a god-like prophet, is stolen from them. You have to find it. The other races also have their own little problems that need solving. Those that don't still bear talking to, because each race holds some bit of knowledge about other races, the Precursors or galactic history that could help in your search for a cure for the galaxy's demise.

Adding to this already overflowing mix of aliens is the Hegemonic Crux, a band of aliens who have also come to the Kessari Quadrant for Precursor artifacts. They have six member races, and almost all can be swayed to your side if you can solve their story lines as well. But while you can enlist new races from the Crux, the Crux can steal League races from you as well.

This huge and complex plot structure is Star Control 3's best feature. Quite a few races' stories are intertwined, so you'll have to solve the Vux problem before you can finally put to rest the Utwig's loss. For the most part, though, SC3 is nonlinear, so you can solve each race's story in whatever order you wish. There is, in fact, so much to explore and so much story to unravel, that Star Control 3 plays almost like an entire season of *Star Trek* episodes.

The dialogue for each race is also on par with the excellent plotting. The writers for SC3 did a superb job of giving each race a distinct personality that shines

Nerd! Worm! Loser!

Adventure gamers new to the Star Control series might be surprised to discover an action element in the game, the Hyper Melee combat mode. Many longtime Star Control fans like this module the best, but for those that could do without the action, you can have the computer fight for you. The only problem with this is that the computer isn't particularly effective. A melee takes several minutes if you don't take the controls yourself. So letting the computer fight for you means the Pkunks are right when they call you "Nerd!, Worm!, Loser!"



Die. Die. Die.



Survival comes down to two things, the role of strategy. And the roll of the die.



INTRODUCING *DRAGON DICE* ON CD-ROM. Not since the invention of the broadsword has there been a more realistic way to experience the pace of battle. The new CD-ROM version of TSR's blockbuster hit, DRAGON DICE, takes you on a dangerously realistic journey into one of the most challenging and popular fantasy dice games ever.

This animated DRAGON DICE adventure, begins in eons past, when the strength of the sword or the spell power of a sorcerer was the only difference between a glorious life, and a vicious, terrible death.

You'll have to use all 128 of the games built-in computer dice to build your own dice armies, to scout enemies, and to avoid traps. Plus, each DRAGON DICE CD-ROM comes with a limited and collectible, TSR sanctioned DRAGON MASTER die.

It's the most true-to-life dice battle of strategy you've ever encountered. But beware, because only the extremely talented, or the unbelievably lucky will survive.







- BASED ON TSR'S BLOCKBUSTER STRATEGY HIT, DRAGON DICE.
- CUSTOMIZE ENDLESS ARMIES FROM EVERY DIE AVAILABLE FOR TSR'S ORIGINAL DRAGON DICE (ALL 128)
- SINGLE PLAYER OR A 4 PLAYER NETWORK MODE DRAWS YOU INTO THE RICH HISTORY AND STORYLINE OF AN ANCIENT AD&D® UNIVERSE
- BEAUTIFUL ARTWORK AND DICE -TO-CHARACTER ANIMATION BRING THE POPULAR DICE GAME TO LIFE, CREATING A RICH GAME PLAYING EXPERIENCE

Coming soon for Windows 95® Download the interactive preview at www.interplay.dragonplay.com

Check out TSR's DRAGON DICE game available now.

Interplay™

BY GAMERS. FOR GAMERS.™

DRAGON DICE™ and © 1996 TSR, Inc. Used by Interplay Productions under license from TSR, Inc. INTERPLAY is a trademark of Interplay Productions. All rights reserved. AD&D and the TSR logo are trademarks of TSR, Inc. Windows 95® is a trademark of Microsoft Corporation. All rights reserved.

through in their unique and flavorful dialogue. The Spathi, one of the first races you find, are instantly recognizable as quivering cowards who will do and say anything to save their hides. The Ur-Quan, the former rulers of the Hierarchy, come across as proud and powerful sentients, and the Pkunk talk like New Age, cosmic hippie-children. The best writing, though, is reserved for the new races of SC3. The dim-witted Doog and the insecure K'tang are especially funny; I was literally crying with laughter the first time I encountered the ridiculous K'tang. The voice acting for each race is, for the most part, good, though the the Human voice is too flat. Even when faced with a galaxy-defying threat, he still drones on monotonously.



LOST IN SPACE If you liked STAR CONTROL 2, you'll love STAR CONTROL 3; new races join old favorites in a game that's easily the most expansive of any in the sci-fi adventure category.

YOU SPILLED STRATEGY ON MY ADVENTURE GAME

STAR CONTROL 3 has equal parts adventure, action and strategy, but is entirely plot-driven. You won't fight an alien race in the action battle sequences until you piss them off when talking to them, and you won't colonize a planet for resources unless you need the fuel to visit a new race. Indeed, the majority of gameplay involves exploring the galaxy in your ship, looking for new races and then engaging in dialogue with them. You have to talk to each race to find out their history, and then they'll usually present you with a problem. One race needs to cure a debilitating disease, another has to find a loophole to free it from an oath of service, another race won't talk until you prove your worth by recovering an artifact, and so forth.

However, an equal amount of time will be spent on colony management, which isn't vital to the story but is still very important. You need fuel to travel between worlds, a research center to research artifacts you find, resources to build ships for defeating your enemies, and landing pods to build more colonies. All these functions can only be acquired at colonies, so the strategy element is unavoidable. Thankfully, it's not too complicated, but just a matter of adjusting slider bars at each colony to prioritize fuel production, ship building, mining and research.

Of course, for those who like resource management, you can dig a little deeper and transfer resources between planets and tweak with the colony development. Unfortunately, during the beginning portion of the game, when you have few colonies and need to find new races, you'll have to spend a great deal of time creating and managing new colonies so you can amass enough fuel to travel around the quadrant.

Though I generally liked the strategy element, one problem I did have was that if you colonize more than one planet in a solar system, you have to visit each one to gain their fuel. While it might be more realistic, it was often tedious. I would have liked it more if the game had an option to pick up all fuel in a solar system once you landed on just one colonized planet in the system.

The only other problems I had with the game were the music, which was much better in STAR CONTROL 2, and the Pkunk, who were my favorite irreverent race in SC2 but are just boring in SC3. In general, aside from the Spathi and the Orz, most of the old SC2 races aren't as funny as new Kessari and Crux races.



GALACTIC MICROMANAGER NONPAREIL Some gamers will be put off by the colony management, which is a necessary, but fairly simple, part of the game.

STAR GAZING

To some gamers, the different elements of gameplay will be a welcome change, and those with an open mind might find themselves totally engrossed by the STAR CONTROL story, the hilarious dialogue, the great character interaction and even the fun Hyper Melee module. The strategy element tends to bog down at times, and adventure game purists will probably be too frustrated with this module to continue playing. But if you take this game for what it is, and don't restrict it to the classic definition of an adventure game, then you'll discover a truly stellar experience. CG

APPEAL: STAR CONTROL fans and open-minded gamers who want to experience a good story, a good laugh and conversations with some very fun aliens.

PROS: Great story, funny characters and dialogue, fun Hyper Melee module and huge amounts of gameplay.

CONS: Strategy module isn't much fun, STARCON fans will be disappointed by the uninspired music, and the action and strategy elements could push away some gamers.

CG RATED

AREA 51
ATLANTIS
BERMUDA TRIANGLE
ILLUMINATI
JFK ASSASSINATION
PHILADELPHIA EXPERIMENT
ROSWELL INCIDENT

HUMAN HISTORY IS A LIE.

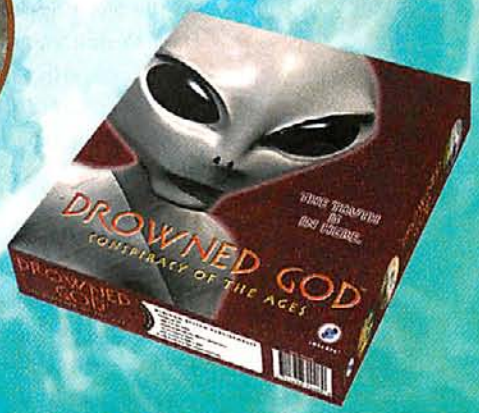
Prepare for the Deluge.

DROWNED GOD is the role-playing adventure game that reveals the true origin of humankind. Investigate four mysterious realms in search of legendary relics—guarded by a labyrinth of puzzles and encrypted by the mysticism of Tarot.









DROWNED GOD™

CONSPIRACY OF THE AGES

WIN A TRIP TO ROSWELL, NM
For details: www.inscape.com/drownedgod

The Truth Is Near.

Circle Reader Service #213

A Windows® 95, Windows® 3.1, and Macintosh® CD-ROM

DISTRIBUTED BY
wea Visual Entertainment
EMG

Drowned God™: Conspiracy of the Ages ©1996 EMG and Inscape. All rights reserved. Microsoft, Windows, and the Windows logo are registered trademarks of Microsoft Corporation. Macintosh is a registered trademark of Apple Computer, Inc.

iNSCAPE™

★★★★☆ REVIEW • THE NEVERHOOD CHRONICLES

DIFFICULTY LEVEL: EASY / INTERMEDIATE / ADVANCED

Klay Time

Spielberg Molds A New Kind Of Adventure In THE NEVERHOOD CHRONICLES

by Kate Hedstrom

Since Gumby and Pokey first skated into our hearts 40 years ago, the labor-intensive, painstaking process of bringing clay to life has pretty much relegated it to the realm of commercials and short subjects. Now that computer game designers are exploring new ways to take advantage of high-quality visuals, it's fitting that clay animation has found its way into gaming in the shape of THE NEVERHOOD CHRONICLES (TNC).



THAT DARING YOUNG SLAB To save the land of the Neverhood, Klaymen will need to pull a lot of strings.

The effect is charming. Serving as a counterpoint to the hyper-realistic, fast-forward quality of computer-generated graphics, the rough, primitive clay world of TNC is a perfect setting for this simple morality play. One of the first releases from the Steven Spielberg–led DreamWorks Interactive, and designed by Doug TenNapel (EARTHWORM JIM), THE NEVERHOOD CHRONICLES is one of the freshest-looking games to come around in a long time.



Price: $49.95
System Requirements: IBM compatible Pentium 75 or better processor, Windows 95, 8 MB RAM (16 MB recommended), 10 MB hard drive space, 4x CD-ROM, SVGA graphics, 8-bit Windows compatible sound card, mouse.
Protection: None (CD must be in drive).
Designers: Doug TenNapel and The Neverhood
Publisher: DreamWorks Interactive
Los Angeles, CA
(310) 234-7000
Reader Service #: 327

ENTER KLAYMEN

You awaken in a tiny room as Klaymen, a thoughtful, shambling figure reminiscent of a Max Fleischer cartoon. As you wander around the Neverhood, you collect a series of disks, which, when dropped into one of several video players, tells the story of the Neverhood, a clay kingdom taken over by the nefarious Klogg. You must solve a series of puzzles as you work towards the endgame, where you can choose to restore order to the Neverhood, or perhaps take a less honorable route.

Gameplay is extremely simple. The (all-clay) interface consists only of directional arrows that allow you to send Klaymen in a particular direction or pick up, examine and manipulate objects. If Klaymen encounters an item he can use, he collects it and stores it in his torso. When you reach the place where the item is needed, Klaymen automatically takes it out and uses it.

Most of the NEVERHOOD puzzles are in the MYST tradition of figuring out how to open doors or how to get big, weird contraptions to do what you want. Many solutions are based on symbols or buttons you encounter at other points in the game, so you spend a lot of time pushing buttons and pulling cords for reasons that don't become apparent until later. Others are of the logic variety: sliding tiles, tone recognition and concentration, for example. The puzzles start off simply but become more complicated as the game progresses. I say more complicated, not more difficult, because they don't necessarily require more brainpower—just a lot more legwork, which can rapidly become tedious.

Speaking of tedium, a couple of tasks in TNC don't require any puzzle-solving skill at all other than sheer doggedness. In the Hall of Records, where the history of the Neverhood is written in exhaustive detail along the wall, Klaymen must slog to the end of the hall to collect a necessary item, a matter of walking from left to right across the screen numerous times. I lost count after 28 screens. Even if you stop to read bits of the Neverhood history—which *is* an entertaining, if lengthy, parody of classic myths—this kind of activity doesn't add much to the experience.

WARM AND SQUISHY

For all that, the Neverhood is a delightful world to explore, with beautiful animation, slapstick cartoon comedy and colorful personalities like a giant teddy bear–loving, martial-artist robot named Bil. Even the music—a mix of Dixieland and blues—is on target, accenting the story with homespun charm.

If you can stomach the kind of gameplay where sometimes the only thing to do is trudge from one location to another to accomplish a task, THE NEVERHOOD CHRONICLES provides a warm, funny and wholly original diversion.

APPEAL: Adventure gamers looking for something really different; clay animation fans.

PROS: Low-tech visuals and music perfectly complement the classic mythic tale; amusing characters keep things interesting; puzzles scale in difficulty with progression of game.

CONS: Too much legwork and some flat-out time wasters almost cancel out the charm at times.

CG RATED ★★★★

IT JUST MIGHT GIVE YOU A GOD COMPLEX...



- Negotiate face-to-face with alien species in stunning 3D motion-captured video and digitized speech.
- Encounter 6 diverse alien cultures in a randomly generated universe.
- Research and develop an incredible array of spacecraft, weaponry, mining techniques, and intelligence systems.
- Compete with up to 8 human players via network or modem.
- Define your gaming experience with custom options including game length, universe size, alien hostility, and micro or macro management style.



Fragile Allegiance gives you ultimate control and power in building a galactic empire. Managing every detail–from providing a stable atmosphere to securing adequate power, and constructing a profitable mining operation–will require impressive resource skills. Whether you build alliances, stay neutral, or go to war, you must keep everything under control. Your control.



Developed By Gremlin Interactive

KIDS TO ADULTS AGES 6+

FRAGILE ALLEGIANCE™

Available on PC CD-ROM

Interplay™ BY GAMERS, FOR GAMERS.™

www.interplay.com

© 1996 Gremlin Interactive, Ltd. All Rights Reserved. Interplay and Fragile Allegiance are trademarks of Interplay Productions. All Rights Reserved. Interplay is the sole publisher and distributor. Licensed from and developed by Gremlin Interactive, Ltd.

Circle Reader Service #355

DIFFICULTY LEVEL: EASY / INTERMEDIATE / ADVANCED

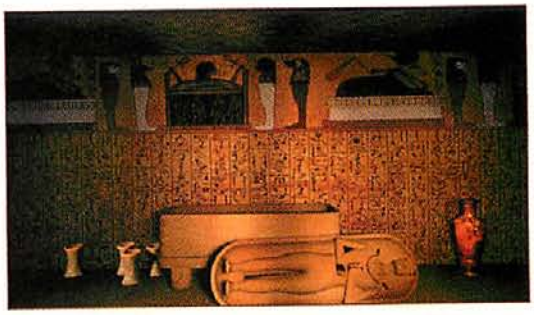
Mummy Dearest

Interplay Goes Monster Mad In Follow-up To FRANKENSTEIN

by Petra Schlunk

The game title, MUMMY: TOMB OF THE PHARAOH, calls to mind a cross between a story steeped in the mysticism of ancient Egypt and a campy Frankenstein-esque tale, and this is basically what you get in this decent successor to Interplay's FRANKENSTEIN: THROUGH THE EYES OF THE MONSTER. Substitute a mummy for the monster, and Malcolm McDowell for Tim Curry, and you pretty much get the picture here.

The introduction to MUMMY has you heading for Egypt as one Michael Cameron, on your way to investigate some problems that have arisen at one of the National Mining Corporation's Egyptian mines. A mysterious box covered with hieroglyphics was found in the mines, suggesting the possible presence of a nearby burial site. The local workers are superstitious, and operations at the mine are not what they should be. Also, Egyptian authorities are concerned about the encroachment of the mining operation on a potential archaeological site. Your job is to figure out what's going on and get things back on track.



TOMB RAIDERS? While investigating the mine, you discover an open sarcophagus. Could it be grave robbers, or something even more sinister?

SHUFFLING ALONG

MUMMY's story takes place over two "game days." On the first evening, you wander around the mining camp and introduce yourself to the key characters in the story. These include the mine's sinister manager (Malcolm McDowell); Cameron's old girlfriend, who is investigating the box found in the mine; and the mine's geologist. On the second day, things get a little more exciting, both in the game's story and the role that you must take in moving events along.

As in many adventure games, MUMMY is basically a game of hide-and-seek—the designer hides the items and information you need, and you have to seek them out. Thankfully, MUMMY has few puzzles that don't spring smoothly from the story line. You spend most of the early period finding important items and information, while the latter part of the game involves finding lots of hotspots. Unfortunately, there are some places where you must use objects that don't appear as hotspots until you wave the correct object (retrieved from nearby or from your inventory) over them.

As in FRANKENSTEIN, wandering in the MUMMY's "mazes" often proves tiresome, as it's very easy to lose your sense of direction. Fortunately there are only a couple of them, and they're fairly small. A major improvement in this game is the availability (after solving some puzzles) of mine maps that help you get your bearings. Another bonus is a map of the mining camp itself, where many of the buildings look similar.

THE FINAL RESTING PLACE

While there *is* a mummy in this game, his stature is significantly less threatening and omnipresent than expected based on the game's title. There is a lot of Egyptology in the game, however, and you'll even find some ghosts! MUMMY: TOMB OF THE PHARAOH is an entertaining story with well-acted movie sequences and good graphics, sound effects and music. The puzzles are sometimes challenging (or obscure, depending on your point of view), but are appropriate to the story and its setting. It's not a groundbreaking title, but MUMMY should provide gamers with a pleasant sojourn into the mysteries of ancient Egypt.



Price: $54.95
System Requirements: 486/33 or better (486/50 or higher recommended), 8 MB RAM, 22 MB hard disk space, 2X CD-ROM, Windows 3.1 or better, mouse; Windows compatible sound card.
Protection: None (CD must be in drive)
Designer: Amazing Media
Publisher: Interplay Productions
Irvine, CA
(714) 553-6678
Reader Service #: 328

Mummy Is Here to Help

While most of MUMMY's puzzles are fairly straightforward, there are a few places where it is easy to get stuck. Try the following tips:

When trying to escape from the mines during the earthquake that you trigger on the last mine level, make your way to the pulverizer on the first level using the mine cart. There is an exit through here to the outside.

APPEAL: Traditional adventure game enthusiasts and fans of Egyptology.

PROS: Decent graphics, story line and puzzles, with mazes less annoying than in Frankenstein.

CONS: Some difficult puzzles and the absence of expected hotspots in critical locations will trip up some gamers. Needs more mummy, fewer mazes.

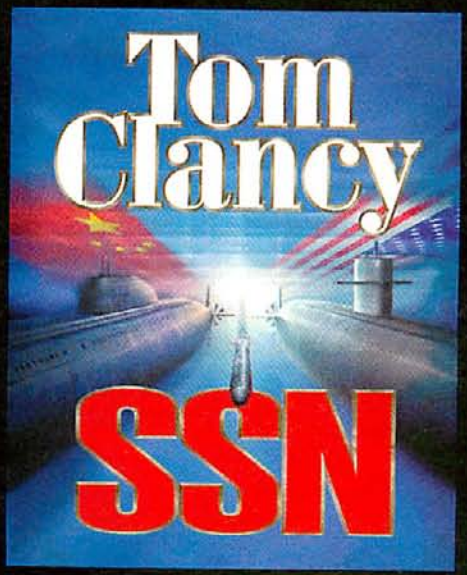
CG RATED ★★★

Tom Clancy

SSN

FROM THE MASTER OF THE TECHNOTHRILLER comes an original pulse-pounding submarine combat game and full-screen, live-action adventure. This ground-breaking CD-ROM features 3D graphics, artificially intelligent enemies and unbelievable gameplay.

2 CD-ROM set • Available for Windows 95™



GET OUT AND GET IT—THIS IS NOT A DRILL!

Includes a 30-minute video conversation with Tom Clancy

SIMON & SCHUSTER INTERACTIVE

Clancy Interactive Entertainment

VIRTUS

At your local software retailer or call 1-888-793-9973
Promo key 440198 Title key 401067
Come visit our website at http://www.ssinteractive.com

Circle Reader Service #241

ASSUME THE ROLE OF JACK BUTCHER, AND THERE WILL BE A LOT OF PEOPLE WHO WANT YOU...DEAD.

CAUGHT IN THE CROSS-HAIRS OF AN ARMY OF TERMINATORS, YOU'LL HAVE TO FIGHT YOUR WAY TO SAFETY DODGING A FIRESTORM OF BULLETS THROUGH DOZENS OF FLOORS AND WINDING HALLWAYS OF TERROR.

NO ONE GETS OUT ALIVE

(EXCEPT MAYBE YOU)

A.I. assisted search & destroy.



High-impact cinematic cut aways.



High-resolution real-time combat.



Daunting and realistic motion-captured enemies.

"...best-looking DOOM so far." –Fusion

ASSASSIN 2015™

EXPLODES ON WINDOWS® 95 CD-ROM!

MATURE M AGES 17+

Blue Sky SOFTWARE

DISTRIBUTED BY wea Visual Entertainment

www.inscape.com/assassin2015
or call us at 1-800-510-1791 for more info

iNSCAPE™

Assassin 2015™ ©1996 Inscape. All Rights Reserved.

Ecstatic Again

ECSTATICA 2 Brings The Round Look And Great Action Back To The PC



Andrew Spencer's world is decidedly round. ECSTATICA, his ellipsoid answer to the polygonal ALONE IN THE DARK, was published without much fanfare late in 1994 and quickly earned huzzahs for its realistic feel and visceral combat, as well as a few jabs for its modest dimensions.

ECSTATICA 2, due from Psygnosis around February or March of next year, looks poised to garner more of those huzzahs and, this time, fewer of those jabs. An early version reveals that this action-adventure—with accent on the action—is much larger, prettier, deeper...and rounder.



WHAT'S UP? In ECSTATICA 2, your character returns home only to find his castle invaded and the land threatened by a consortium of mages and an evil, otherworldly entity.

UNWELCOME VISITORS

It seems you left your castle door unlocked when you took that horse ride to ECSTATICA. You've returned to your own castle to discover it's been taken over by demons. They take you prisoner and put you in your own stocks. Demons evidently are no strangers to the concept of irony—but *are* forgetful of history. No one ever figures out that holding an established hero as prisoner (rather than killing him outright) inevitably results in the valiant escape of said hero to dish out some mean payback.

Naturally, this mess is a prelude to a larger purpose. Evidently a sorcerer has been conjuring some things best left to H.P. Lovecraft's imagination...much to his regret. This mage attempted to control a summoned entity but ended up on the wrong end of the mind-control spell. While under its domination, the wizard and four other magicians broke the holy seal that guards the secret of existence (whatever that is). They distributed among themselves the magical fragments and plan to reassemble them in a corrupted version on the summer solstice.

> "ECSTATICA 2 looks much larger, prettier, deeper...and rounder."

CG SNEAK PREVIEW
GAME STILL IN DEVELOPMENT

INSIDE ACTION

▶ Epic MegaGames has a publisher for its '97 QUAKE killer, UNREAL: GT Interactive.

▶ It turns out Raven and id are working on HEXEN 2, which will use the QUAKE engine. This one will have four character classes and some very beautifully constructed 3D environments. Word is these environments will be more realistic than the empty hallways of QUAKE; in some levels you'll fight through libraries stacked with bookshelves and tables, and in others you'll roam through cathedrals with stained-glass windows and benches. No word yet on whether you'll be able to smash up the pretty houses.



A HEX ON THIS LAND Here is a beautifully rendered room in Hexen 2, which id and Raven are busily working on. Notice the bookshelf, bed, rug, and fireplace.

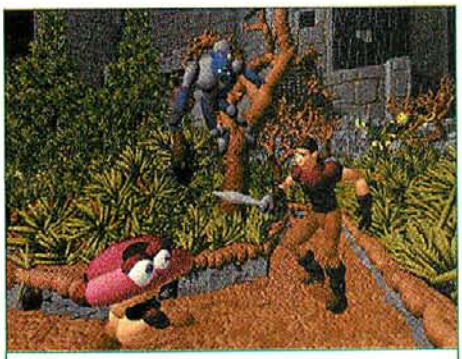
▶ One of my favorite early PlayStation games is inbound for the PC. Virgin is bringing AGILE WARRIOR: F-111X to Windows 95. The game supports 3D accelerator cards, offers high-resolution graphics (a beta ran in an ultra-crisp 1024x768 on my system), and brings over the superb explosions. It's due in November.

▶ Around the same time, look for SCREAMER 2—with six new tracks, four new cars, weather, net player, and a new 3D engine, all for about $20. This compares very nicely to Sega RALLY on the Saturn.

▶ A DUKE NUKEM 3D levels compilation from Sierra? What's next? A 3D fighting game? Exactly. And, based on a beta, Sierra's CYBERGLADIATORS for Windows 95 is looking good, with lifelike movement, great atmosphere, and the ability to use onscreen debris in your battle—oh, and plenty of silly poses by the winner.

It's your job to collect the pieces and reassemble the broken seal before the magicians cook up their own nasty version. If they succeed, "then evil, nameless gods and their creatures will invade our world and plunge it into a sea of blood and tears."

No wonder you pop out of the stocks like a cork from a bottle. As you cautiously test your freedom, you happen upon a sword that someone has unthinkingly left in the straw behind you. The dozing goblinesque drones around you snap to attention, and the battle is joined.



QUICK, RUN FOR THE HILLS The graphics are much improved over the original ECSTATICA; more and cleaner ellipsoids make for a richer graphical environment.

And this time out, you're much better equipped to fight it in detail. Your character in ECSTATICA had only a modest number of options: move, pick up items, attack with the left or right hand, and dodge. That was it, but at the time, it seemed like plenty. Spencer has since discovered the virtues of the Ctrl and Alt keys. When used in combination with the direction arrows (sensibly simpler than ECSTATICA's number keypad controls), these produce a daunting range of maneuvers—including karate-like jumping kicks and punches, rolls, back flips, and some roundhouse swipes that put me in mind of a similar, decapitating maneuver in the classic Epyx beater DEATH SWORD.

Alas, there were no flying ellipsoid heads that I could see. However, you will see spurting elliptical blood. Of course, there's no shortage of enemies to do the spurting. Giant spiders rule the ground. Something akin to a walking rock is guarding the entry hall, and a hulking something-or-other—the camera never gets close enough to show you just what—is standing sentry over the descending ladder outside. Jet-black fighters appear on the stairs and landings. Upstairs, gaseous green clouds roam the floor. I even interrupted one of the goblin types in a workshop while he was (ahem) Doing God's Work.

What to do against this numerous rabble? Happily, demons make careless housekeepers, and they have left potions and the odd weapon lying around for you to find. The weapons are obvious. The potions are unpredictable. You can't tell what they'll do until you use them, and sometimes not even then. Some will heal you. Some will lay you low. Some will make you invisible for a time and so allow you to sneak into off-limits areas right under the demons' watchful eyes. (How they miss your sword and the potion in hand, I'm not sure.)

CG TIPS!

Ecstatica 1: If you're inspired to give ECSTATICA another go, here are a few pointers that will see you through the early stages. Don't try to kill the werewolf, who may blindside you at the start. (It can be killed, but it's not worth the effort.) Instead, sneak by his door and, if it comes to a fight, sock him a few times until he appears dazed and then abandon the field and hide in the grassy patch in the far corner of the barn to heal up. Similarly, pass up the armor you'll find. I've seen tortoises move faster in combat. (Do get that sword, however.)

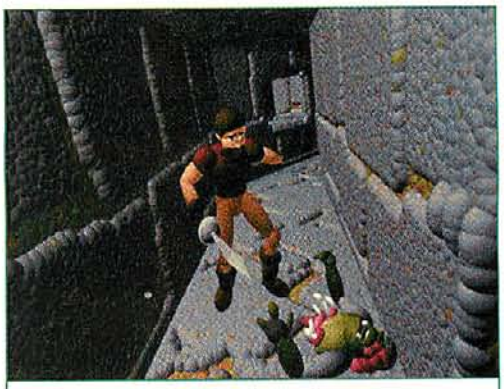
A GRAPHIC LEAP

The game looks terrific; you almost wouldn't know this was an ECSTATICA relative. In the original game, the spheres that composed the objects and characters were too few and too obvious. Creatures looked like primitive circles and less like what they were supposed to be. Now, the ellipsoids are much finer—sometimes twice as many per character—and the cumulative effect, when they're used to build walls, is a much more realistic type of texturing than is typically achieved by folding graphics onto a flat polygon. Surfaces stand out in relief, and what should look rough really *does* look rough. You get the feeling that you could almost touch the stone walls.

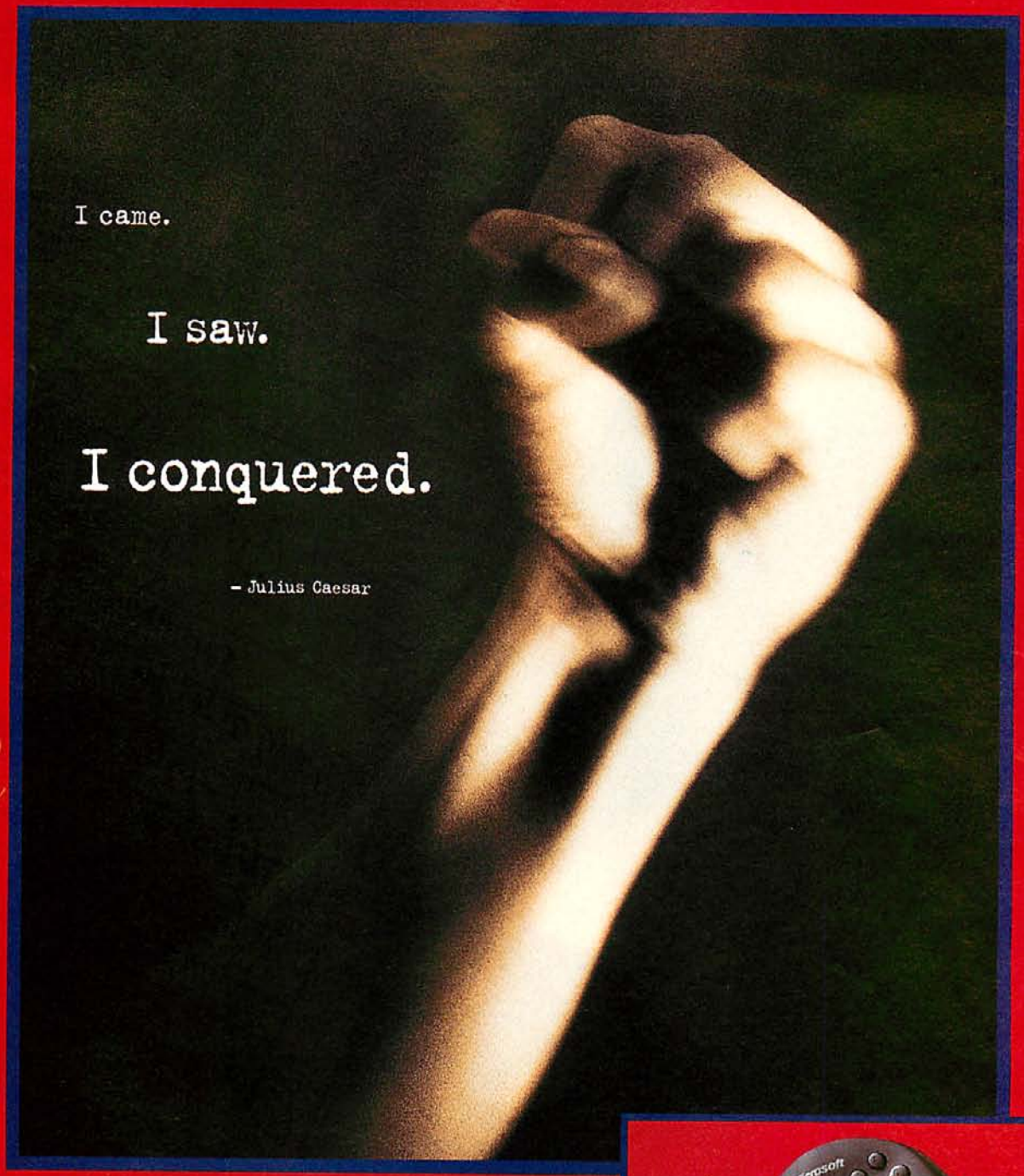
Finally, you'll have a lot more to explore than in ECSTATICA. ECSTATICA 2 is significantly larger than its predecessor, and "significantly" is just me being restrained. ECSTATICA took up 140 megabytes on CD. The uncompressed ECSTATICA 2, with close to 1,100 distinct locations, was pushing a gigabyte in mid-September.

In short, it's looking amazingly good, and I haven't even mentioned the level of scenic detail or the subtle movement touches—like the way you can knock doors off their hinges, or the way your character wipes his mouth when left alone.

So my character had this weakness: He died. A lot. And the demons just left him where he fell. The wind kept blowing down the castle corridors, the rats came and went, and the demon-spawn kept making their rounds. It was as if they didn't care. As if I didn't matter. I plan to rectify that come February.



AND DON'T GET UP There are many nasty beasties, such as goblinkin, and more unspeakable things, but they do die to great effect, spilling spherical globules of blood.



Absolute victory. Total control.

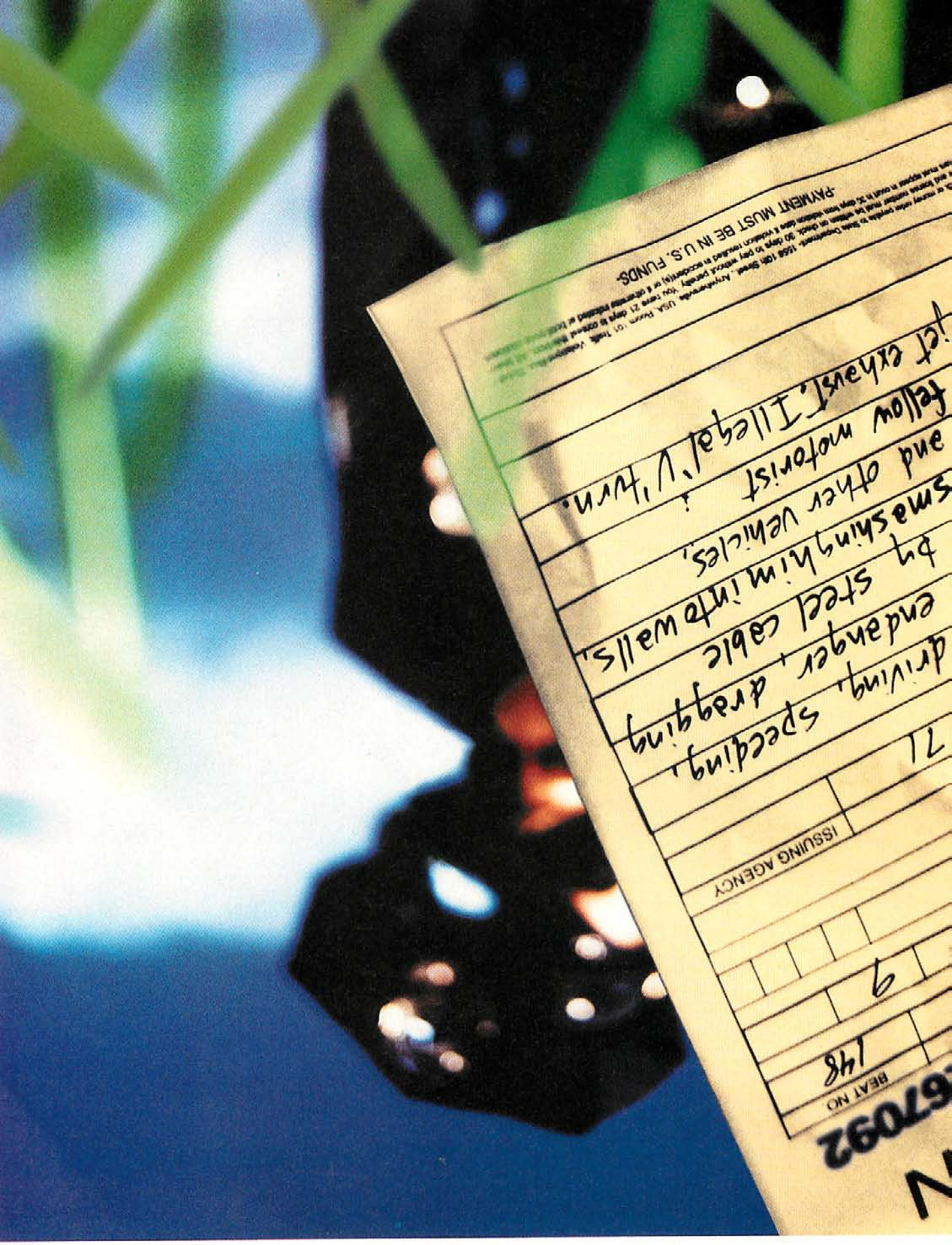
With all the buttons you could ever need, the Microsoft® SideWinder™ game pad is going to give your white knuckled hands the ride of their life on all of your Windows® 95 games. Hard to remember multi-button moves are a stroll through the park as you can map them to a single button on the game pad. Suddenly someone is wondering what just hit him. The SideWinder game pad is perfect for a little ugly head-to-head action since you can connect up to 4 game pads for fully functional, multi-player play. All of which are great reasons to buy more than just one. So step out of the way, because the battle is about to begin.



Microsoft

Where do you want to go today?® www.microsoft.com/sidewinder/

©1996 Microsoft Corporation. All rights reserved. Microsoft, *Where do you want to go today?* and Windows are registered trademarks and SideWinder is a trademark of Microsoft Corporation.



SEGASOFT™ Developed by ©1996 SegaSoft Inc. All rights reserved. SegaSoft and the SegaSoft logo are trademarks of SegaSoft Inc. Rocket Scien





exhibit A

Suspect erects "clothesline" between two pylons, knocks oncoming driver off his vehicle, steals said vehicle, then runs over driver repeatedly with it. Claims he was participating in a "friendly" game of "Rocket War."



exhibit B

Suspect drives at speeds in excess of 100 mph over speed limit, cutting off other drivers, endangering drivers by running them into walls and pylons. On the street, this is known as "Rocket Racing."



exhibit C

Suspect, armed with large ball attached to cable, drives erratically, smashing ball into oncoming vehicles, hurling ball at other drivers in an attempt to score points during illegal, unsanctioned game of "Rocket Ball."

Rocket Jockey™

ROCKETS AND JOCKEYS.

A BAD COMBINATION.

FOR A FREE DEMO OR TO BUY ROCKET JOCKEY, CALL 1.888.SEGASOFT WWW.SEGASOFT.COM

Rocket Science logo, Rocket Jockey and the Rocket Jockey logo are trademarks of Rocket Science Games, Inc. Windows is a trademark of Microsoft Corporation.

Looks To Kill

Here's All You Need To Make Your Marines Look Even Meaner In QUAKE

by V. Long

One of my favorite Quake C mods is the "grappling hook," because it makes me feel like a comic book superhero, à la Spiderman or Daredevil. The id guys probably feel the same way: they like it so much, they plan to include a similar weapon in Quake 2.



NICE TATTOO We pasted a *CGW* tattoo onto this marine for kicks. If you want to create your own skins in QUAKE, we've got instructions on the *CGW* Web site.

Of course, what good is being a superhero if you don't look like one, or if the other players don't look like villains? Changing your skin, or look, in QUAKE is relatively simple. Every 3D object in QUAKE is a 3D wireframe model covered by a texture-mapped "skin." So if you want to paste on a new superhero skin to go with your grappling hook, you can. Add a Batman outfit to that hook and line, and you could be swooping down from the walls of QUAKE like the Dark Knight.

For details on how to switch skins, visit the CGW Web site at **www.zdnet.com/gaming**, where I'll explain exactly what you need to do just that.

UGLY GOES CLEAN TO THE BONE

If you want your superhero, villains, or monsters to look downright mutant, you'll need to cut deeper...right into the 3D wireframe models.

First, get software for editing 3D models. Breeze Designer for Windows (freeware by Neville Richards) is my current favorite. However, Breeze cannot directly handle model (.mdl) files, so you'll need MedDLe (freeware by Brian Martin) to "convert" .mdl files to the .raw format that Breeze understands.

Use Winpack to extract the desired .mdl file from the appropriate .pak file. Then use MedDLe to extract a .raw file from the .mdl. Models for the player and monsters each have many frames because of animation. These models require frame-by-frame extraction (you'll have to type MDL -E FRAME1.RAW 1 PLAYER.MDL for the first frame; MDL -E FRAME2.RAW 2 PLAYER.MDL for the second; and so on).

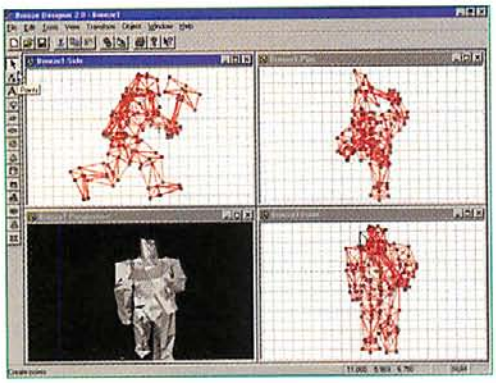
Let's start with a simple, single-framed model, such as the grenade, as an example. Use Winpack to extract grenade.mdl from pak0.pak, and then use MedDLe to extract grenade.raw with the command line MDL -E GRENADE.RAW 1 GRENADE.MDL.

Fire up Breeze and start a new "scene." From the file menu, import the .raw file. Since you're only modifying an existing model, select points from the palette bar along the left side. Use the mouse to expand the grenade's dimensions by dragging the vertices outward. Because of the true 3D nature of the models, you'll find yourself working in several windows simultaneously (i.e., XY Front, YZ Side, and XZ Plan views). It's bizarre at first, but with a little tinkering you'll soon get the hang of it.

Save your handiwork as a Breeze .cad file, and export it as a .raw file. Then import the .raw file back into the original .mdl. To import grenade.raw into grenade.mdl via MedDLe, type MDL -I GRENADE.RAW 1 GRENADE.MDL, hit [2] for 2D mode, and then hit [s] to save. The existing skin will stretch to fit the vertices.

Put the grenade.mdl and progs.dat into the appropriate subdirectories, and *voila!*

Naturally, these custom models with fresh skins need special homes. So next month I'll show you how to create your own custom levels with Worldcraft...Same QUAKE time...Same QUAKE Page.



IT'S A BREEZE This freeware program, Breeze, makes it easy to change the fundamental sizes of objects, like grenades, or warp creatures even further.

CG-ROM

Breeze Designer, Paint Shop Pro, and other programs can be loaded from the enclosed CG-ROM.

CG ON-LINE

For a crash course on pasting your own look onto Quake characters, check out our Web site at www.zdnet.com/gaming.



TO SAVE MANKIND FROM IMMINENT DESTRUCTION,
WE DON'T EXPECT YOU TO BE IN TWO PLACES AT ONCE.

WE EXPECT YOU TO BE IN THREE.

BEDLAM™

Download the demo at
http://www.gtinteractive.com

PC/MACINTOSH®

PlayStation™

™

MIRAGE

GT INTERACTIVE SOFTWARE

TEEN T AGES 13+ ESRB

Bedlam™ is licensed from Mirage Technologies (Multimedia) Ltd. © 1996 Mirage Technologies (Multimedia) Ltd. All Rights Reserved. Distributed by GT Interactive Software Corp. Mirage,™ Mirage Logo™ and Bedlam are trademarks of Mirage Technologies (Multimedia) Ltd. and used with permission. GT™ and the GT Logo™ are trademarks of GT Interactive Software Corp. Macintosh® is a registered trademark of Apple Computer, Inc. Sega Saturn™ Logo is a trademark of Sega Enterprises Ltd. PlayStation Logo™ is a trademark of Sony Computer Entertainment Inc. All other trademarks are the property of their respective companies.

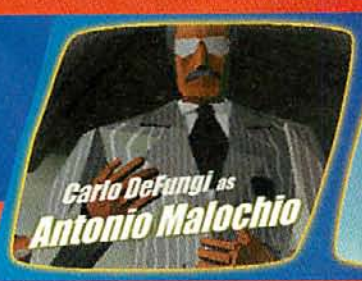
More dynamic than any driving game!

More explosive than any action sim!

More flammable than polyester!



They killed your sister. Now they're out to get the U.S. of A. They've messed with the wrong Champion.







ACTIVISION®

http://www.activision.com

Coming Soon on Windows®95 CD-ROM

Customize over 25 muscle cars with over 20 lethal weapons!

30 Nitro-burning missions!



Drive freely through unrestricted environments!

Multi-vigilante action over LAN or hood-to-hood combat via modem!

Super-realistic dynamics based on actual vehicle physics!



Activision is a registered trademark and Interstate '76 is a trademark of Activision, Inc. © 1996 Activision, Inc. All rights reserved.

Get Medieval

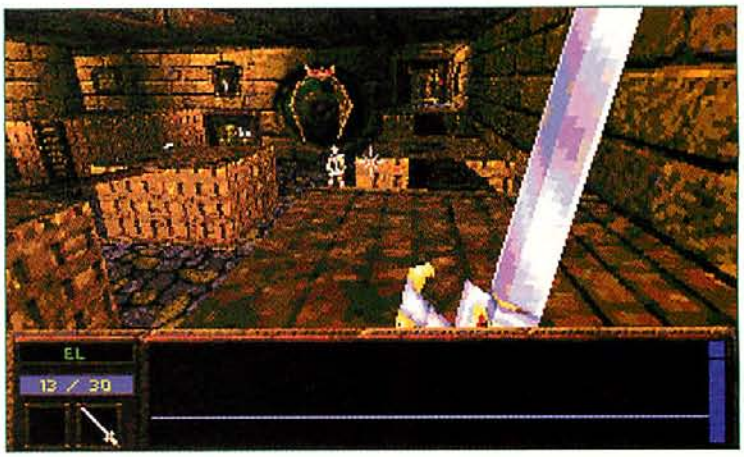
UNDERMOUNTAIN Builds On DESCENT With AD&D-Style Role-Playing

by Elliott Chin

CG SNEAK PREVIEW
GAME STILL IN DEVELOPMENT

It's no secret that as the competition gets stiffer in the 3D action genre, companies are adding non-traditional action elements to the mix in order to broaden their games' appeal. HEXEN may have made role-playing fashionable for action games, but DESCENT TO UNDERMOUNTAIN has a much greater chance of tapping the potential of this exciting new gaming hybrid. UNDERMOUNTAIN brings the visceral appeal of Parallax's DESCENT 3D engine to the Forgotten Realms city of Waterdeep, from *Advanced Dungeons & Dragons*, where you adventure through more than 20 levels of dungeons. In most cases, you explore them on foot; flying around DESCENT-style is reserved for those who find the right magic spells. And instead of shooting your enemies from afar, you hack-and-slash them in the true spirit of *AD&D*, up close and personal.

Just as in DESCENT, UNDERMOUNTAIN offers 360-degree viewing and 3D environments. Using the mouse, you are free to look in all directions both fluidly and without restriction. Certain levels also take advantage of the 3D, so that bats will attack you at eye level, while below you will be pits with skeletons. At the current stage of development, UNDERMOUNTAIN didn't seem to have levels as advanced in 3D architecture as QUAKE. On the other hand, the controls are completely customizable, and after a few tweaks, I was able to run through the dungeons with my usual QUAKE configuration. You can even invert the axis of the mouse, something you can't do in DUKE.



DUNGEONS OF DESCENT UNDERMOUNTAIN uses the DESCENT engine to good effect, dumping you in an underground network of fantasy and magic, where you'll hack your way to the ultimate evil.

WATERDEEP, MOUNTAIN HIGH

You have come to this fabled city in answer to a summons by Khelben "Blackstaff" Arunsun. It seems that the great mage has need of a few adventurers to venture into the dungeons beneath Waterdeep and exterminate the evil that ferments in those subterranean depths. These range from little goblin raiders to an evil goddess named Lloth who threatens to consume Waterdeep itself.

As you fight your way through the dungeon, you will grow in abilities and gain more power in *AD&D* fashion (see sidebars). One really cool feature of the game is your acquisition of spell use. Only the mage and priest classes can cast spells naturally, but the two other classes, fighter and thief, will find magic items. Most of your favorite *AD&D* spells are here, allowing you to toast goblins with a fireball spell, make yourself invisible, or perform other feats of prestidigitation.

UNDERMOUNTAIN also features a robust multiplayer system, with deathmatches, cooperative play, deathmatch

"Behind the Scenes" Combat

The combat system from *AD&D* is used in UNDERMOUNTAIN, though it is largely invisible. Your "to hit" probability is affected by your character level, the luck of the dice and the armor class of your opponent. Basically, every time you swing, the computer will make an invisible roll and check it against the armor class of your opponent to determine if you hit him. You may occasionally get unlucky and miss your enemy, even if it looks like you hit pay dirt. At least the monsters you face suffer from the same limitation, and their "to hit" chances remain static, while your character's attack skill improves as you gain levels. Likewise, you may improve your defense through better armor or magic items—an option not available to the creatures you face, thankfully.



Choose Your Own Adventurer



UNDERMOUNTAIN uses more than just the *AD&D* license to separate itself from other 3D action games. Your character's statistics —strength, intelligence, constitution, etc.—affect how much damage you do, how many spells you can learn, how many hit points you have, and so on. The six different races you can choose to play—human, elf, half-elf, dark elf, dwarf and halfling—each have different abilities. Elves, for instance, can see outlines around secret doors.

You also choose to be a fighter, priest, mage or thief. Mages can cast destructive spells, priests have healing magic and thieves can open locked doors. Non-human races will also be able to choose more than one class, so you could play as a fighter-mage combination if you were an elf, or a thief-fighter combo as a halfling. You'll also advance in level as you amass experience points by killing more creatures, solving puzzles and completing quests. Each level advancement will reward you with more hit points and greater abilities congruent with your class (mages will gain more spells, fighters will do more physical damage). Interplay says the level limit in DTU is 7, so you can't advance beyond that level, but the sequel will have a level limit of 12.

with monsters and even multiplayer adventuring. The game should support serial, modem, LAN and Internet play, the last through Interplay's Engage online gaming service.

There is a whole lot more here than in the typical first-person–perspective shooter, and for *AD&D* fans, this game looks like a winner. However, gamers expecting the fast and furious firefights of QUAKE might be disappointed. But if you're willing to trade in your nailgun for a battle-ax, you might find that hacking away at your enemies is more satisfying that sniping from a corner.

In any case, it's more likely that if anything about UNDERMOUNTAIN is questioned by gamers, it will be the 320x240 low-res graphics. Since the engine is completely polygonal, a higher resolution would require even more CPU power. But in an era where 640x480 is expected, the advantages of being a real-time–rendered, polygonal engine may not overcome the expectations.



RECOGNIZE IT? The map should be familiar to DESCENT fans. This interface is great because it lets you view the map and still roam around the dungeon.

Whether Interplay can start a franchise with this game is largely dependent on perceptions. All the elements are there for a very successful first-person–perspective gaming experience. The role-playing aspects are even more refined than in HEXEN, which should please all those who played that game and also satisfy the *AD&D* fan. The hack-and-slash combat will undoubtedly put off some action gamers, but I think that many will enjoy the change-of-pace fighting. While the engine could use a higher resolution, there is little else to complain about. We'll see when UNDERMOUNTAIN hits store shelves in late November, but even from this early look, we believe Interplay could make Waterdeep a very popular town. CG



HACK AND SLASH A variety of fantasy creatures are out to get you, and they look nasty and fight tough—though they could use a few more polygons to get rid of their blocky look.

★★★★½ **REVIEW • CRUSADER: NO REGRET**

DIFFICULTY LEVEL: EASY / INTERMEDIATE / ADVANCED

Another Crusade

Origin's Follow-up To No Remorse Explodes With More Action And Tougher Challenges

by Thierry Nguyen

A year ago, Origin unleashed the CGW Premier Action Game of the Year, Crusader: No Remorse. With its isometric perspective, SVGA graphics, and extreme violence, No Remorse captivated action gamers everywhere. Now Origin has unveiled No Regret, the "sequel" to No Remorse. While there will be a Crusader 2 with a new engine (tentatively titled No Mercy), No Regret is to No Remorse what Doom II was to Doom: essentially the same game but with a sprinkling of new weapons, enemies, and devious missions to challenge old fans.

FROM REMORSE TO REGRET

Taking place right after No Remorse, the intro opens with a view of the wreckage of the mighty Vigilance Platform that was destroyed by our friend the Silencer. After we watch him gun down a few bodies on the way to more conquests on the moon, the title sequence plays, and the game starts.

The plot of No Regret is almost identical to the plot of No Remorse. The Lunar Mining Cartel on the moon is analogous to the WEC of Earth, and there is even a moon chapter of the Resistance. As in No Remorse, the Silencer will be sent out on missions to liberate the moon colony inhabitants from the LMC.

One immediate improvement is the use of the Wing Commander IV movie-playback engine. Combine that with better acting, and you have good and entertaining cut-scenes between every mission that enhance the overall game.

MISSIONS IMPOSSIBLE

There are 10 missions in No Regret, compared to the 16 in No Remorse. But these 10 missions are larger and better designed. While each mission has a "straight path" from entrance to exit, this path is littered with secret rooms and passages and other such side trips. Later, some missions have time limits. Take too long in these situations, and all is lost. Fortunately, the time limits are reasonable; I only ran out of time once as an experiment.



TWISTS AND TURNS The missions in No Regret are much better designed, with more secrets and traps sprinkled about the levels, and even nastier weapons and enemies.

The LMC seems to invest much more in security than the WEC, for being caught on camera has harsh consequences. Instead of merely sounding an alarm, some cameras decide to call upon extremely powerful turrets on their side, usually eliminating you in one shot. Also, Origin has littered the level with those oh-so-little laser tripwires, which trigger giant traps involving rockets or ultraviolet cannons. One trap in particular occurs near the end of a mission, where you teleport unsuspectingly in front of a tripwire. Walk forward, and you are barbecued by the rocket, forcing you to reload your game so you can eliminate the annoying tripwire before you step forward.

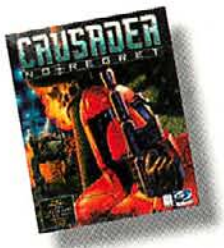


READY, AIM, FIRE Traps like these are one reason why No Regret is much harder than the original. The minute the cameras spot you, the two turrets will start spitting fire.

THE SILENCER'S NEW TOYS

The enhancement Origin is heavily promoting is the set of new weapons. The three new weapons are: a gun that vaporizes your enemy into a pile of ash, a "broiler" gun that turns your target into a fleshy pile of goo (easily the goriest gun in history), and a freeze ray. I particularly like the freeze ray, because it has the best freezing model of any game I've seen; rather than merely turning the opponent blue, the freeze gun "sets in," hence your writhing opponent can be frozen in a variety of positions. There is the mandatory shattering effect as well, but there is no "kicking" or any other

▸▸▸Continued on pg 321



Price: $39.99
System Requirements: IBM compatible 486-75 or better, MS-DOS 5.0 or higher, 8 MB RAM, 65 MB hard drive space, SVGA graphics, 2x CD-ROM, Sound Blaster compatible sound cards.
of Players: 1
Designer: Tony Zurovec and Mark Vittek
Publisher: Origin Systems Inc.
Austin, TX
(512) 335-5200
Reader Service #: 329



NO DICE Though gifted with a few new moves, the AI hasn't really been improved. AI rolling is actually just a scripted movement that you can exploit.

hand-to-hand combat, so you will have to shoot your new sculpture.

I think the true stars of the show, though, are the new items for your Silencer utility belt. Ranging from data picks to VIR Imagers to more types of explosives, NO REGRET adds a wonderful array of gadgets that help ease the difficulty somewhat. Proper use of these new gadgets is essential for survival in NO REGRET.

DANCE, DUMBO!

Also, some desperately needed moves were added to the Silencer's repertoire. Now you can move while crouching (quite handy when hiding behind boxes or crawling through vents), and you can roll forward, for those times when you need to be sneaky and fast. There is now joystick/keyboard control, in addition to the keyboard/mouse and keyboard-only controls.

There are four new enemies in NO REGRET: one new soldier and three new robots. The new soldiers are just elite units who appear only in the last level and have both snazzy uniforms and extremely powerful guns. The new robots are: the Avatron, a mild security bot that often sports lasers or machine guns; the Cryotron, a robot encountered later that only uses the freeze gun; and the most annoying enemy in the game, the Camotron. Camotrons camouflage themselves as barrels, computers, and other such items and reveal their true colors when you least expect it. Suffice to say, turning a computer on only to be greeted by a fully armed robot kept me on my toes.

Another feature Origin is pushing is the enhanced AI. Though the AI may *look* enhanced, it's not as hard as it could be. One improvement: soldiers will shoot at approaching spider bombs, so you need to be sneaky with them. But I can still have soldiers run into and shoot each other by accident, or trick a soldier into shooting a nearby barrel and burning himself. And while the soldiers can roll just like you, their rolling is totally scripted. They won't dynamically roll away from fire; instead they have a predictable pattern of sit-and-roll.

NO REGRETS ON BUYING

In the end, NO REGRET is a worthy buy for the hardened CRUSADER veteran. It offers good mission design along with new enemies and items, and it retains the same great gameplay. Though the difficulty may put off novices, and the AI isn't as hot as Origin claims, the main criticism that could be directed at NO REGRET is that it's just more NO REMORSE. So if you didn't like NO REMORSE, turn the page to the next review. But if you did like NO REMORSE, NO REGRET is a great play until NO MERCY.

▸APPEAL: **Hardened CRUSADER veterans looking for a new challenge; novices can apply if they want to get a sound beating.**

▸PROS: **Good mission design, good weapons/gadgets, nice addition of moves, better cinematics. It's NO REMORSE, but better.**

▸CONS: **The game is quite hard, which may put off novices, and the AI isn't so hot. It's also basically more NO REMORSE, so it may not be enough for some people.**

CG RATED ★★★★

Honing Your Combat Tactics

With the harder missions, it's time for a few new tactics. Here are some basics:

▸ Don't be seen: Everyone knows to shoot the camera to avoid alerting security. How about indirectly destroying said camera? That little puff of fire from your grenades/rockets is affectionately known as "splash damage" and can reach through walls. Try hitting a camera with a rocket from around the corner or on the other side of a wall. Here, the explosion from your weapon engulfs the camera on the other side of the wall.

▸ Avoid traps: With the designers scattering tripwires everywhere, you'll want to leave your VIR Imager on as much as possible, especially during the later levels. While it does sap energy, you can see all the tripwires, and cut down on nasty surprises.



▸ Rollers aren't Einsteins: Soldiers who roll are usually ones who sit in a corner or behind some boxes. They also don't start rolling until you advance within a certain range. If they are rolling from behind boxes, learn the pattern and fire a rocket or whatever weapon you prefer at the spot they are rolling from. If they are rolling from around a corner, try to explode a spider mine near the corner; hopefully the splash damage will kill them. The worst way to deal with them is to just bear the brunt of their burst and hit them fast enough to kill them.

▸ Roll with it: You have a better brain than they do; use it when you roll. Since you can move by crouching, it's very easy to duck behind bars or boxes and crawl about, gun at hand. Rolling forward is a great evasive maneuver, as it is fast and keeps you under some cover.

▸ Cheat: If you really need some help, the new cheat code is LOOSECANNON16. F10 will resupply you, while Ctrl-F10 will grant you invulnerability.

★★★½☆ REVIEW • TIME COMMANDO

DIFFICULTY LEVEL: EASY / INTERMEDIATE / ADVANCED

I'll Fight You Yesterday

Bend The Laws Of Time In This Gorgeous Rail Fighter

by Mark Clarkson

In the 22nd-century world of Activision's TIME COMMANDO, humans have cracked the time barrier. But, in typical sci-fi fashion, that's not necessarily a good thing. Disaster soon follows the discovery of time travel, beginning with a computer virus and soon threatening to obliterate the past and future of Earth. As a member of SAVE (Special Action for Virus Elimination), it's up to you to save the world from this untimely fate. So, as the Time Commando, you enter a temporal vortex to kill every man, woman and dog you meet, throughout all of time, to put everything right.

HISTORY OF THE WORLD, PART I

You begin in prehistoric times and fight your way through ancient Rome, feudal Japan, medieval Europe, the age of the conquistadors, the Wild West, modern wars and into the future. Along the way you'll wield weapons unique to each era, like rocks, clubs, swords, six-shooters, rocket launchers and laser guns.

This constant change-up keeps things interesting. Just when you're getting tired of going at it with rocks and clubs, time shifts and you get to use swords and blowguns, or revolvers, or even yo-yos. My favorite is the broadsword, although for pure, laugh-out-loud entertainment, nothing beats the really, really big club. As you're pulled through the vortex into the next time period, you lose everything except your skin-tight Time Commando fatigues, starting over with no weapons except your fists and feet.

Generally speaking, the only way to get a weapon is to find somebody who's packing one and kick his ass. Need a bigger weapon? Kick a bigger ass. This means you're constantly battling dudes wielding better hardware than you. In between gun battles and bouts of fisticuffs, you'll collect various power-ups scattered about each level: extra lives, health, weapons of various types, and RAM chips.

To halt the spread of the virus, which is



WHEN IN ROME Keep your guard up in each of TIME COMMANDO's nine eras; everyone in each period is out to get you, including innocent-looking maidens.



Price: $39.95
System Requirements: 486DX2-66, 8 MB RAM, 10 MB hard drive space, VGA graphics, 2x CD-ROM, MS-DOS 6.22 or Windows 95, Microsoft compatible mouse, Sound Blaster compatible sound card.
of Players: 1-5 (hotseat)
Protection: None (CD must be in drive)
Designer: Adeline Software
Publisher: Activision
Los Angeles, CA
(800) 477-3650
Reader Service #: 330

Interfacing with Time

Moving around the screen with the cursor keys is simple: left and right rotate you clockwise and counterclockwise, up moves you forward and down backs you up. In conjunction with the Alt key, the cursor keys jump you in one of four directions; used with the Control key, they perform one of three attacks and a parry. In the case of ranged weapons, the four keys let you aim, fire and reload. There is no baffling array of secret fighting moves; you can't even duck. However, you can dodge left and right.



WHERE'S THE ACTION? The camera often limits your view. Here, half your body is obscured by the enemy, while the other half is off-screen.

There are hidden items and rooms throughout the levels, as well as buttons and controls that you can manipulate. To open a secret door, climb a wall or access terminals, you need only stand before the object and hit the space bar.

However, on occasion it's excruciatingly difficult to achieve just the right position in order to find the hidden item or switch. Because of this, you risk leaving some items untouched.

IN THE FUTURE, YOU DON'T REBUILD. YOU RELOAD.

"This game is hot! It takes the best and combines them into one neat package."
-Computer Games Strategy Plus

"The lighting and motion effects are first rate...you can jump into this game immediately."
-Computer Gaming World



50 adrenaline-pounding missions plus 15 multiplayer missions



Lock and load with over 25 armaments including: guided missiles, fuel-air mortars and plasma cannons!



Battle over 30 robotic alien predators rendered in real time 3D animation

SHATTERED STEEL™

UP TO 16 PLAYER ANARCHY
DEATHMATCHES, TEAM MISSIONS PLUS
HEAD-TO-HEAD MODEM WARFARE

Join the ranks of over 100,000 pilots and blast your way to www.interplay.com for the interactive preview.

CD-ROM MACPLAY

Interplay
BY GAMERS. FOR GAMERS.

©1996 BioWare Corp. All rights reserved. Shattered Steel, MacPlay and Interplay are trademarks of Interplay Productions. All rights reserved. Licensed and distributed exclusively by Interplay Productions

Circle Reader Service #50

"You FIGHT like a GIRL"

Just became THE ULTIMATE COMPLIMENT.

"...one of the best fighters for a PC."
- Computer Player

Virtua Fighter™ PC



Get ready for all eight original characters to rumble across your desktop in hi-res, real time 3D, with no acceleration required. Blazing, fast twitch response and polygon texture-mapped graphics give you complete mastery of over 700 moves and combinations. Put your skills to the supreme test in the ultimate martial arts tournament. It's Virtua Fighter, the number one 3D arcade fighting game, now enhanced for your PC. It's available on Windows® 95 and it's only from Sega Entertainment.

(888) SEGa-SaLEs

http://www.sega.com/segapc/

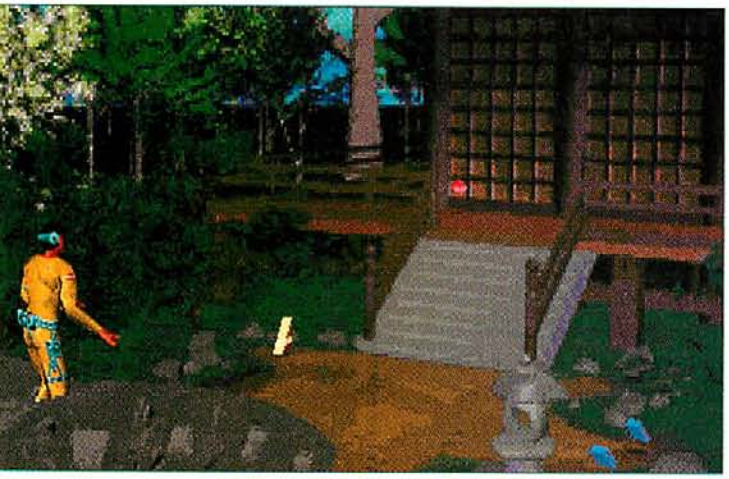
WIN A VIRTUA FIGHTER ARCADE UNIT!

Expires Dec. 31, 1996. No purchase necessary. Send in for a copy of contest rules or send a 3x5 card with your name, address, age and phone number, postmarked by Dec. 31, 1996. Mail to Sega Entertainment, P.O. Box 2789, Redwood City, CA 94064-2789. Or enter online by visiting our website http/www.sega.com/segapc/vf contest. (1) Grand Prize Virtua Fighter arcade unit; (10) 1st prizes: Virtua Fighter t-shirts and 6 Sega Entertainment PC games; (25) 2nd Prizes: Virtua Fighter t-shirt. Odds depend on the number of entries. Limit one entry per stamped envelope. No mechanical reproductions or photo copies allowed. Contest open to residents of the Continental U.S. or Canada, but void in Quebec. Void where prohibited. Sweepstakes is subject to the complete official rules. For a copy of rules write to us at Sega VF contest rules P.O. Box 2789, Redwood City, CA 94064-2789. One prize per family or household.

TEEN T AGES 13+ CONTENT RATED BY ESRB

Sega is registered in the U.S. Patent of Trademark Office. Sega Entertainment and Virtua Fighter are trademarks of SEGA. Microsoft and Windows® 95 are trademarks of Microsoft Corporation. ©1996 SEGA, P.O. Box 8097, Redwood City, CA 94063. All rights reserved.

chronicled at the top of the screen, you must collect RAM chips and upload them at memory upload terminals placed throughout the levels. The virus creeps along as time builds up, so if you wait too long to beat up the bad guys and finish the level, the virus will overcome the system memory, and you'll die.



MADE IN JAPAN Among the game's power-ups are, from left to right: red and yellow wedges, which add an extra life; red cubes, which replenish health; blue chips, which stall the progress of the virus.

RUNNING RAILS THROUGH TIME

The action is all third person, as your onscreen alter ego walks, jumps and punches his way through time and space. As you progress through the levels, the camera moves, pans and tilts to track you. The viewpoint periodically cuts from one camera to the next, though you have no control over the camera view. In this respect, TC resembles rail-running games such as CYBERIA, where a fixed picture plays in the background with various objects superimposed upon it. But unlike those games, here you can move around in 3D space within that environment.

This linear action-over-video motif, while providing a lovely look and cinematic feel, also yields the game's biggest problems. For starters, you can't back up. If you've walked far enough down a trail for a power-up to scroll off the screen, that item is forever lost to you. You thus tend to develop a certain tentativeness of movement, elicited not by any trepidations about baddies lurking around the corner but rather by fear of letting the camera (and level) advance before you've had a chance to check out a secret room or grab a power-up.

Worse, the action often moves off-screen behind a wall or just beyond the edge of the viewing area. During a fight, you have to worry about being knocked into a position where you're unable to see yourself or, in some cases, your opponent.

On the Easy setting, any gamer should be able to complete TC in an afternoon. Even on Normal or Hard, it will only take a day or two. Luckily, the game has more variety than the average rail runner. Each time period yields different monsters, the backgrounds are beautiful and the action is fairly intense and gripping. Overall, you'll have a fun, if short, trip through past and future as the TIME COMMANDO.

APPEAL: Warriors who want something different in their rail shooters or fighting games, and who don't expect anything deeper than bashing and shooting.

PROS: Simple control, simple concept, and pretty to look at; brisk, basic fun.

CONS: No save games, just passwords; linear gameplay; action sometimes takes place beyond your sight; occasional undesirable camera movement.

CG RATED ★★★½



★★★☆☆ REVIEW • HELLBENDER

DIFFICULTY LEVEL: EASY / INTERMEDIATE / ADVANCED

Just Another Pretty Face

Microsoft's FURY Sequel Delivers Mindless Action In Gorgeous 3D

by Robert Coffey

You'd think that mankind would finally wise up and stop trying to bio-engineer the perfect warrior. Each time they do, those ideal war machines invariably turn on their creators before attempting to take over the universe. Thankfully, these consummate killers generally fail to eliminate the best pilot/soldier/kick-boxer and pay a terrible price for their negligence as the aforementioned *uber-mensch* proceeds to kick their techno-organic butt. That's the situation you face in HELLBENDER, after the very same Bions you thought destroyed in FURY 3 renew their assault on the Coalition of Independent Planets. As mankind's last hope, it's up to you to jump in the Hellbender prototype attack craft and wipe out enemy forces over seven planets and deep space.



Price: $44.95
System Requirements: IBM-PC compatible Pentium 75, Windows 95, 8 MB RAM, 32 MB hard drive space, SVGA graphics with local bus video, 4x CD-ROM, Windows compatible sound card, DirectX 2.0 (on disc), 14.4-Kbps modem for head-to-head play.
of Players: 1-8 (LAN, direct modem connection, or Internet)
Protection: None (CD must be in drive)
Designer: Terminal Reality, Inc.
Publisher: Microsoft Corp.
Seattle, WA
(800) 344-2121
Reader Service #: 331

POSTCARDS FROM THE EDGE OF SPACE

The first thing you notice about HELLBENDER is how gorgeous the graphics are. The ante has been upped considerably from FURY 3, with beautifully texture-mapped rolling terrain and complex 3D structures. Each planet features a unique environment and look, from the constant acid rain and lightning on gloomy Morbos to the bright green skies and floating mountains of Eyrie.

But such eye candy doesn't come cheap, and gamers without some serious hardware are bound to feel cheated. HELLBENDER was built to take advantage of Microsoft's Direct3D API and 3D accelerated graphics cards. Without the hardware acceleration and with all the graphics options at their highest settings, even a Pentium 150 with loads of RAM will experience a significant drop in frame rate whenever things start getting hectic. Gamers whose machines meet the minimum requirements will likely be forced to turn off the sky textures and run the game at 320x200 resolution just to keep things moving and playable.



THE DEEP GREEN SEA The attention to detail is evident in 3D environments like this satellite tower platform. Note the trireme underneath and the towering waterfall beside it.

FLY THE UNFRIENDLY SKIES

But don't let the pretty visuals lull you into a false sense of safety—each world is deadly and loaded with enemy fighters,

Militant Menagerie

Here are some of the more sophisticated weapons in HELLBENDER and their best usage.

LEGION MISSILES These fire four auto-locking missiles at once. Save your legions for taking on and taking out the ground-based Bion bosses.



INDEPENDENCE MISSILE Composed of multiple sledgehammers, the independence missile fires off multidirectional rockets upon impact. You won't get many, so hold them until you need to wipe out a nest of pesky gun turrets and rocket launchers.



HELLION MISSILE When fired, the hellion automatically replenishes your energy and repairs your hull. You're not going to find many, so keep them in reserve until you're getting hammered by Bions with nowhere to run.



DOOMSDAY MINE Dropping a few doomsdays while veering away is a good way to turn an enemy's head-on strafing run against him.





©1996 Milestone. Screamer 2 is a registered trademark of Virgin Interactive Entertainment, Inc. All rights reserved. Distributed and published under license by Virgin Interactive Entertainment, Inc. Virgin is a registered trademark of Virgin Enterprises, Ltd. All other trademarks are the property of their respective owners. Virgin Interactive Entertainment, Inc. 18061 Fitch Avenue, Irvine, California 92614, U.S.A.

Circle Reader Service #283

WARNING: Before Playing, Notify Your Next of Kin.







Incoming! Incoming! Missile Alert! Battleship® is now on CD-ROM. 2 killer games in 1: Classic and Ultimate. This ain't pegs and plastic, it's fully loaded with intense, hi-resolution 3-D graphics, enhanced 16-bit audio effects and nerve-wracking real time battle. You attack while you're being attacked! Fight above and below the water in over 2000 square miles of ocean. You can even battle for naval supremacy around the globe on the Internet. But hey, if you can't stand the heat, get out of the ocean.



BATTLESHIP®

CD-ROM

HASBRO Interactive

www.hasbro.com WIN 95

© 1996 Hasbro, Inc. All Rights Reserved

Circle Reader Service #378



ANOTHER BIRD TO SHOOT One problem with HELLBENDER is that the routine of shooting enemies and grabbing the power-ups they leave behind gets boring fast.

gun turrets, rocket launchers, and the occasional Bion boss. Fortunately, the Hellbender craft is particularly well suited to deal with these threats, sporting a handy cloaking device, radar to pinpoint both enemies and power-ups, and an impressive arsenal of 11 destructive weapons. The spaceship is remarkably responsive and nimble, provided you're using a joystick—try to pilot Hellbender with the keyboard and you'll find yourself plunging from the sky faster than you can say "Skylab." Guiding you through the nonstop action is E.V.E., your Enhanced Virtual Entity, voiced by *The X-Files*' Gillian Anderson.

While each mission has several objectives, the only real goal in HELLBENDER is to shoot everything, both for your own safety and to get precious ammo and power-ups before your hull caves in. And this is where the game starts to let you down. Flying real fast and shooting things is fun for a while, but eventually it gets old and repetitive. As distinctive as the visual elements of HELLBENDER are, they fail to create an immersive environment or much of a sense of danger. You won't find yourself ducking your head to avoid oncoming missiles the way you do in QUAKE.

The game's uninventive level design doesn't really help the situation. While each planet is more dangerous than the one preceding it, the increased challenge is primarily accomplished by piling on more and more enemies. Adopting a few basic strategies goes a long way toward alleviating the threat of more adversaries but quickly reduces gameplay to a series of chores. Shoot this, blast that, take out the garbage. And for a game with such an emphasis on visuals, three of the four boss Bions you encounter look downright silly.

Like most games, HELLBENDER is a different beast in multiplayer mode and really shines with human opponents. Strategy and cunning come into play during the furious combat and power-up races that distinguish online play. Setting up an Internet game is easy through Microsoft's HELLBENDER page (http://www.microsoft.com/games/hellbender/).

Unfortunately, like most games, HELLBENDER has its bugs. One annoyance was my onscreen automap's intermittent refusal to toggle back on, which became a real drag when I tried to find my way out of a convoluted tunnel system. Even more infuriating, several times I lost all my accumulated weapons when restoring a saved game. The only solution to this is to restore an earlier game and hope for the best.

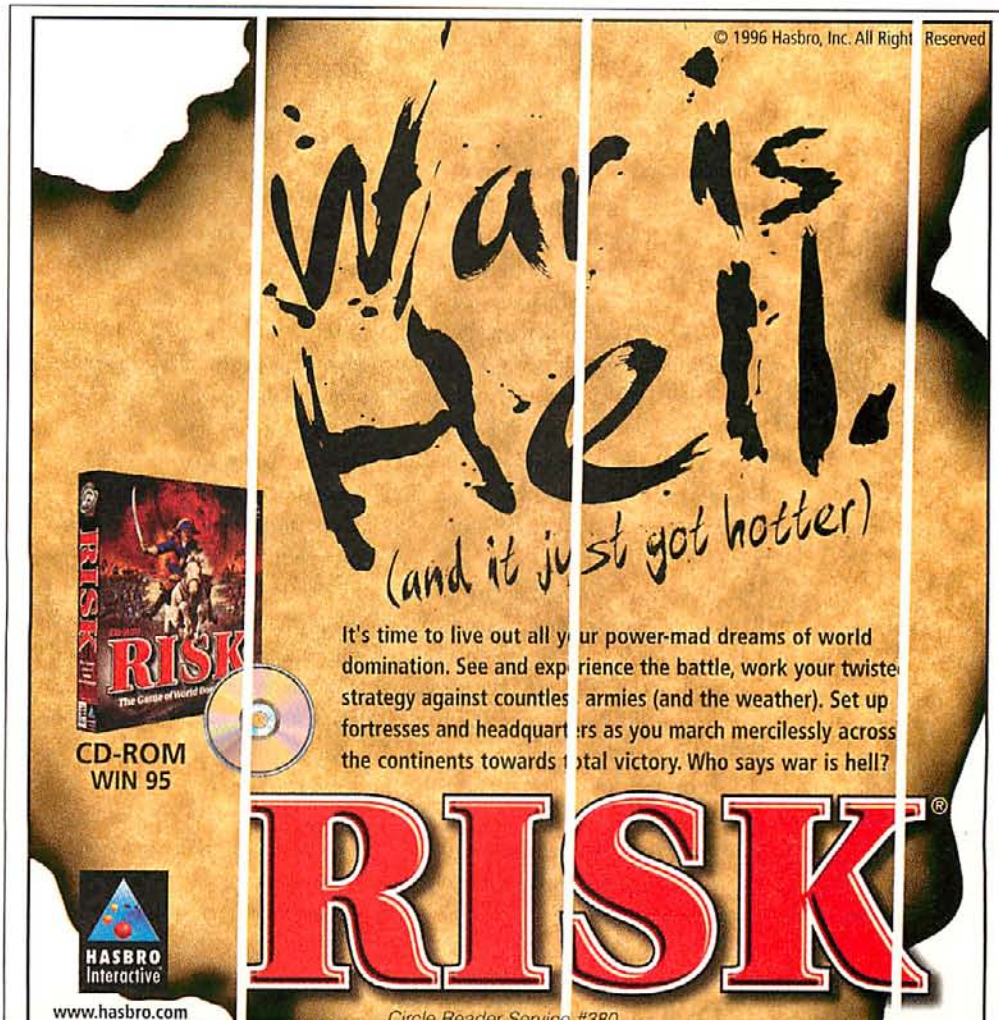
Still, HELLBENDER is a pretty good game, and a big step forward for flying shooters. If the same thought that went into the look of the game had gone into gameplay, it could have been great.

APPEAL: Action gamers looking for good-looking, airborne rampant destruction.

PROS: Richly detailed, individualized environments; challenging multiplayer gaming; lots of things to blow up.

CONS: Even a beefy Pentium will experience occasional jerkiness; repetitive gameplay and lack of level variety can make the game routine after a while.

CG RATED



★★★½☆ **REVIEW • RETURN FIRE**

DIFFICULTY LEVEL: EASY / INTERMEDIATE / ADVANCED

Warped Warfare

Capture The Flag Goes Arcade, With Comic Relief

by Gordon Goble

Sure, RETURN FIRE *looks* like a real-time strategy game. Yet it plays like a pure arcade shooter, a mix of Capture the Flag with strangely apropos classical music and a down 'n' dirty, blow-everything-up mentality. It is also a clever and addictive game that makes war a blast. As the leader of the Browns, your mission is to capture the flag of the enemy, the Greens. They have it hidden away in a "Flag Tower" (where else?), with a gauntlet of armaments blocking your way. If you blow up enough vehicles and obstacles to secure a path to the flag, you can grab it and bring it home for a victory.

The game opens with a cutaway view of your command center, an underground bunker stocked with a selection of three tanks, three helicopters, the same number of ASVs (Armored Support Vehicles) and eight jeeps. Each has its own strengths—choppers are good for pre-strike surveillance and light strafing, and the heavily armed and armored tanks and ASVs with their rotating turrets are perfect for mass destruction. According to game rules, speedy little jeeps are the only vehicles permitted to pick up the flag. Considering that their weaponry consists merely of a few grenades, they should be used *after* a swath has already been cleared.

In any case, you have a limited amount of ammunition and a limited amount of armor, both of which can be replenished by returning to the bunker. Therefore, he who moves the quickest, strikes the hardest, and makes the most judicious use of his equipment will emerge victorious. It's important to remember that there is no scoring system (although fast times *are* saved), so capturing the flag is the only real measure of success.



RUN, 'CAUSE YOU CAN'T HIDE Here, a tank has mercilessly squashed a few tents and is now busy chasing down some grenade-lobbing soldiers.



Price: $39.99
System Requirements: 486-100 or better, 8 MB RAM, 1 MB hard drive space, 2x CD-ROM drive, VLB or PCI video card, Windows 95; supports most major sound cards.
of Players: 1-2
Protection: None
Designers: Silent Software
Publisher: GT Interactive Software New York, NY (800) 610-GTIS
Reader Service #: 332

SHOCK THE MONKEY

The battlefield is viewed from a 3D third-person perspective, and the camera pans and zooms automatically in top-down and 3/4 views. There are a hundred missions, divided into nine levels of difficulty and featuring such names as Shaved Weasel, Chicken Parts, and Irish Spring.

Though initial levels may take only a few minutes to clear, they do become more challenging and intricate as you advance. For a real thrill, the two player/one computer mode lets both participants vie simultaneously for each other's flags on a split screen, and makes for a good time. Sadly, neither modem nor network play is supported.

Sure, it's a glorified version of TANK, but with gameplay that's fast and crammed full of sensory stimulation and warped humor, it's pretty hard to resist. Palm tree in the way? Blow it up. Planning on deserting? Humongous submarines emerge and launch deadly missiles at you. Spending too much time sitting still? Enemy drones move in to finish you off. Blow anything up and it will burn or explode with graphic ferocity.

To top it all off, RETURN FIRE is rife with familiar classical music selections, all appropriate in their placement.

Like any game that lacks real complexity, and given its repetitive landscapes and simple scenarios, RETURN FIRE will certainly become less and less amusing with time. It's not a game that will stay long on your hard drive, but when war is this much fun, you just have to grab hold, hang on, and go for the ride until burnout is reached.

APPEAL: TANK veterans, and anyone who enjoys fast-paced explosion fests.

PROS: Solid graphics with surprising attention to detail; great sense of battlefield comic relief; thunderous sound, and a superb classical music score.

CONS: There is no back story, and scenarios get pretty repetitive. No control over camera views and no modem play.

CG RATED ★★★½☆

They beat you senseless.

They kidnapped your partner.

They stole your spaceship.

It's Payback Time.

THE DIVIDE: ENEMIES WITHIN™



Over 20 types of vicious enemies and 8 diabolical bosses



Game art shown is from the PlayStation™ Game Console

You wake up from an eons-long sleep only to find yourself on a forsaken planet filled with angry mutants. You've got to outsmart them, outblast them, and escape from this hell hole once and for all.

Power-up, my friend.

You'll be here a while.

The Action/Adventure game brought to you in true 3D



Ten deadly weapons and 15 butt-kicking power-ups



Eight incredible 3D worlds with 50 realistic stages

www.viacomnewmedia.com

Call (800)-469-2539 to order

Available for

PC CD-ROM

PlayStation

Radical ENTERTAINMENT

VIACOM NEWMEDIA™

RATING PENDING RP CONTENT RATED BY ESRB

© 1996 Viacom International Inc. All Rights Reserved. Viacom New Media, The Divide: Enemies Within and all related titles, logos and characters are trademarks of Viacom International Inc. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc.

Circle Reader Service #227

TO MAKE IT BETTER, WE BLEW IT UP.



REALLY, IT'S FOR THE BEST. Because the only way to add more bumper-thumping thrills to Full Tilt!™ Pinball was to explode each table all the way up to full-screen. So now **FULL TILT! 2 PINBALL** bursts on the scene with panoramic views and bonus-scoring missions that will blow your mind. And three new high-impact tables that land you smack in the center of the action. You'll flip for the new 3-D graphics, new ball animations and a barrage of new sounds, not to mention good old-fashioned table nudging. Now the best pinball ever is bigger than ever: **FULL TILT! 2 PINBALL.**





MAXIS

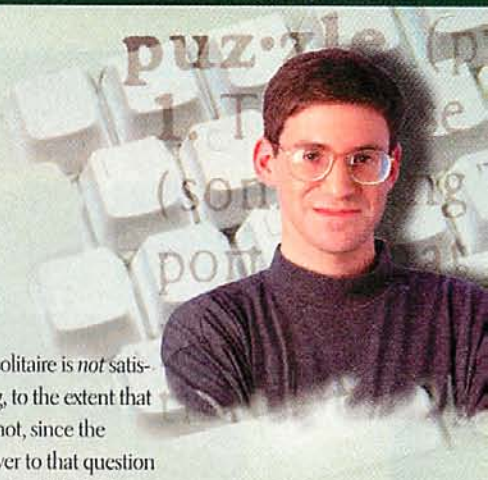
RP

Available for Windows 3.1/Windows 95. Coming soon for Power Macintosh. ©1996 Maxis, Inc. All rights reserved. Full Tilt! is a trademark and Maxis is a registered trademark of Maxis, Inc. All other trademarks are the properties of their respective owners. For product or ordering information, contact your local retailer or call 800-33-MAXIS. Visit the Maxis Web site at http://www.maxis.com.

Circle Reader Service #370

Hands Solo

HOYLE and PRETTY GOOD SOLITAIRE Shuffle For Position



For years, computer companies have been trying to sell desktop computers to businesses on the grounds that they increase worker productivity. This is a lie. Not since Culligan started peddling water coolers has there been a technology more given to draining a worker's productivity than the desktop PC. And the name of the game in lost productivity is solitaire. Sure, there's TETRIS, too, and in networked offices with souped-up PCs, DUKE NUKEM may provoke a few hours a day of interdepartmental slaughter. Still, it's solitaire that comes on every machine ever shipped; it's solitaire that even the most technically illiterate gamer knows how to play; and it's solitaire that, despite its superficially simplistic and repetitive nature, has managed to keep gamers engrossed for 30 generations.



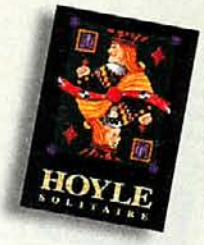
ACES HIGH? While the rule interpretations may differ from PRETTY GOOD, the HOYLE version of *Aces Up* has the edge with neat aircraft sound effects.

Why is it satisfying to lay down pieces of pasteboard in certain arbitrary arrangements according to arcane sets of rules? You may as well ask why it's satisfying to fill letters into a blank grid in response to oblique clues. Yet which of us, stuck on a flight from New York to California, won't reach into the seat-back pocket and retrieve the in-flight magazine on the grounds that even a watery crossword puzzle is better than no crossword puzzle at all?

The better question may be why playing solitaire is *not* satisfying, to the extent that it is not, since the answer to that question explains, I think, the overwhelming popularity of computer solitaire games (as opposed to computer crossword puzzle games, which have never really caught on). There are a number of problems with traditional solitaire. Among them: you have to keep shuffling the cards, you need a big enough empty surface to lay the cards out on, the surface has to be stable so that the cards don't slide all over the place, and you have to remember all the rules of the particular variation you are playing and be scrupulous enough to stick to them. Taking moves back in a game of pasteboard solitaire is less than easy. The same applies to keeping all the stacks, rows, and columns neatly arranged.

> **"The name of the game in lost productivity is solitaire."**

Playing on a computer solves all of these problems. Computers are fantastic at remembering and applying arcane sets of rules, and stacks of cards on a computer screen can be laid out, moved, and manipulated without making a mess of your desktop (or tray table). Taking back moves is simple, and so is cheating, if the computer has been programmed to allow it. The computer takes all the work out of solitaire, leaving only the ineffable and incontestably enjoyable core gameplay.



HOYLE SOLITAIRE

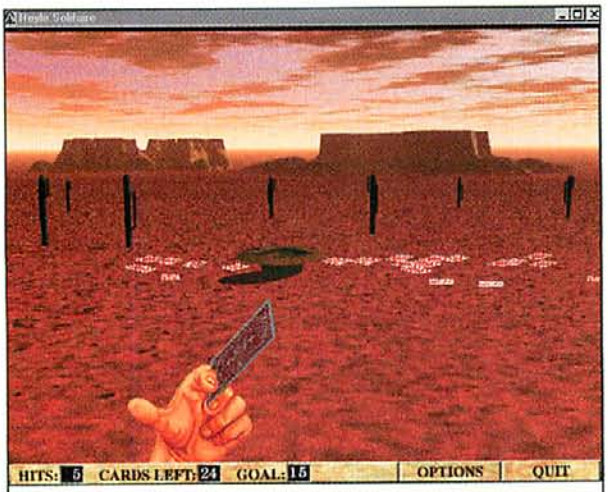
Price: $39.95
System Requirements: 486-33 or better, 8 MB RAM, 1 MB hard drive space, 256-color SVGA graphics, 2x CD-ROM, Windows 3.1 or better; supports General MIDI sound.
Protection: None (CD must be in drive)
Designer: Gayle Rowbotham, Paul Horn
Publisher: Sierra On-Line, Inc.
Coarsegold, CA
(800) 757-7707

CHECK!

The Solitaire Wizard — Click here to create your own solitaire games!

- PRETTY GOOD SOLITAIRE designer Tom Warfield has other card games available, including SOLITAIRE WIZARD, which lets you design your own solitaire games, at http://users.aol.com/GoodSol/Pretty Good.html.
- Have the Qs and Zs worn off your old wooden tiles? Then check out Hasbro Interactive's new SCRABBLE, with excellent graphics that give a taste of what RISK! and BATTLESHIP will look like later this year. And there's Internet play, too, so you can argue with your friends from Botswana about whether "posslq" is a real word. In any case, our resident wordsmith gives SCRABBLE the full CGW treatment next issue.
- The most topical solitaire game would seem to be POLITICARDS by Masque Software, featuring caricatures of the presidential candidates, among other notable political figures. Politically inclined card flippers should check out our CG Online review at **http://www.zd.com/gaming.**

CHARLES ARDAI



52-CARD PICK UP It isn't strictly solitaire, but HOYLE's card-flipping game is plenty addictive.

you have to flick cards from a moving hand into a distant receptacle, one of the most addictive little games I've ever played.

PRETTY GOOD, on the other hand, is a piece of shareware programmed by Tom Warfield, a professed solitaire freak. PRETTY GOOD has no sound effects and little more in the way of graphics. Where its strength lies is in its designer's encyclopedic knowledge of his game. Warfield not only offers more than twice as many variations as the next guy, he helpfully groups them according to rule similarity, offers historical anecdotes and strategy tips, and even includes some variations he has invented himself.

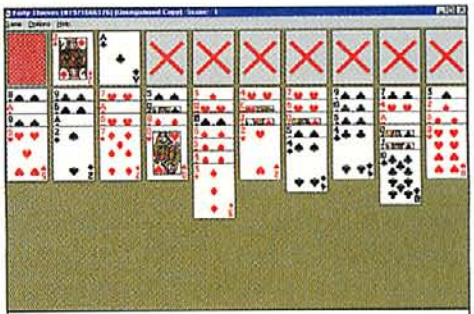
PRETTY GOOD is for the die-hard solitaire player, HOYLE for the casual player and the sensualist. Anyone dedicated enough to try both will discover inconsistencies and find things to swing him to one over the other. HOYLE's beauty is marred by the very small cards, and the magnification feature is awkward to use. PRETTY GOOD, on the other hand, can overwhelm you with its erudition: after learning the fifth subtle variation on *Klondike*, you may have trouble remembering which is which. But both games do what they set out to do, which is to expand the horizons of the gamer whose lunch hour has been extended only by a single, simple solitaire. American industry should put out a contract on Mssrs. Warfield and Hoyle immediately. CG

MORE FLAVORS THAN BASKIN ROBBINS

Some people will be surprised to learn that there are dozens of varieties of solitaire and an unlimited number of possible variations. They spring up and then become canonized in much the way folk songs or nursery rhymes do: no originator is credited; no one can remember where they came from. Yet they're memorialized in books like *101 Solitaires for Rainy Days*, or in games like Sierra's HOYLE SOLITAIRE or Tom Warfield's PRETTY GOOD SOLITAIRE.

Both of these compilations try to make a virtue out of sheer mass: HOYLE has 28 variations, and PRETTY GOOD a whopping 60. Each contains the expected best-of-breed games, such as *Klondike* (the version that comes with Windows), *Canfield* and *Yukon*, plus some of the more popular novelty solitaires such as *Golf* (where you "putt" all the cards into a single "hole" rather than stack them by suit). After that, the gloves are off.

HOYLE tries to make up the difference in variations with amenities: beautiful background music ranging from classical to hip-hop; a dozen choices of art for the deck and the "room"; perfect sound effects. When you start a game of *Aces Up*, for example, you hear an airplane roar off a runway, while siege noises accompany the start of *Beleaguered Castle*. For good measure, the designers have even thrown in a minor action game in which



ALI BABA, WHERE ARE YOU? You're a solitaire *djinn* indeed if you can win consistently in *Forty Thieves* from PRETTY GOOD SOLITAIRE.



PRETTY GOOD SOLITAIRE

Price: Shareware, $19 for registered version
System Requirements: 486 or better, 4 MB RAM, 2 MB hard drive space, 800x600 graphics, Windows 3.1 or better.
Protection: None
Designer/Publisher: Tom Warfield
P.O. Box 9155
Springfield, IL, 62791-9155
GoodSol@aol.com

CG TIPS!

Tips for Pretty Good Solitaire

▶ Don't be too quick to move cards off the playing field and onto a foundation. It's sometimes more important to have flexibility on the playing field, to free up "trapped" cards (especially ones that are face down), than it is to build a foundation quickly.

▶ In standard four-foundation games, try not to let any one of the foundations get too far ahead of the others. While you can normally only build foundations within a single suit, cards on the playing field can often be stacked with less (or even no) regard to suit. Don't take your low cards out of play until you know you don't need them anymore.

▶ Beginner solitaires such as *Bowling*, *Pyramid*, or *Golf* are lots of fun, but don't assume that they'll give you a good grounding for tough traditional solitaires such as *Scorpion* or *Storehouse*. Instead, start on one of the tough games and make liberal use of the "undo" feature to see what effect different moves have on a game's outcome.

Spiderette
1 Deck.
Object: To get all the cards into four 13-card suit sequences.
Layout:

- 7 Tableau piles - build down regardless of suit. Groups of cards in descending sequence in suit may be moved as a unit. Fill spaces with any card.
- Stock (above the Tableau) - Clicking deals 1 card to each Tableau pile. All empty spaces must be filled before a deal.

PRO·PINBALL™

THE PINBALL GAME SO REAL THIS IS THE ONLY THING YOU'LL MISS





"THE ULTIMATE, MOST REALISTIC COMPUTER PINBALL GAME I'VE EVER PLAYED."

Rick Stetta
Five Time World Pinball Champion



With a flick of your finger, you slam the silver orb north, where it explodes in a storm of lights and awesome sound effects. No sweat, you think. But as five more screaming balls descend toward your faithful flippers, you realize, this isn't a game for amateurs. In fact, with an ingenious regiment of ramps, loops, orbits, targets, sink holes, lights, and more, it's the most realistic pinball game ever to come to the computer.

Pit your skills against the ultimate pinball machine of the future. Experience Pro-Pinball today. And just think of all the money you'll save !!!





- *Four different action packed games: Space Station Frenzy, Bike Race Challenge, Fast Frenzy and the Ultimate Showdown.*
- *Play six balls simultaneously.*
- *Six different table views to choose from.*

www.interplay.com

Circle Reader Service #58

KIDS TO ADULTS K-A CONTENT RATED BY ESRB

MACPLAY

PlayStation.

MacOS

Designed for Microsoft Windows'95

empire INTERACTIVE

Interplay™ BY GAMERS. FOR GAMERS.™

© 1996 Entertainment International (UK) Limited. All rights reserved. Empire Interactive, Pro-Pinball and The Web (used in conjunction with Pro-Pinball) are trademarks of Entertainment International. Interplay and MacPlay are trademarks of Interplay Productions. All rights reserved. Microsoft, Windows and the Windows logo are registered trademarks of Microsoft Corporation. Mac and the Mac OS logo are trademarks of Apple Computer, Inc., used under license. Sega and Sega Saturn are trademarks of Sega Enterprises, Ltd. All rights reserved. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment, Inc. All rights reserved. All other trademarks are the property of their respective owners.

★★☆☆☆ **REVIEW • MINDGRIND**

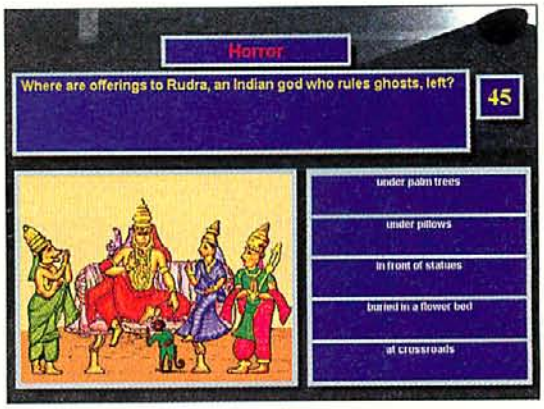
DIFFICULTY LEVEL: EASY / INTERMEDIATE / ADVANCED

Trivia Torment

Microforum's MindGrind Is Too True To Its Name

by Charles Ardai

Dress a pig up in spats and a frilly shirt, it's still a pig. Dress a trivia game up with extravagant sci-fi graphics and animation, it's still a trivia game. In both cases, the clothing is inappropriate and more than a little bit ridiculous, and in both cases one questions the judgment of the couturier. But it's the latter case that's more troubling. You can always strip the pig and make ham of him; stripping the good trivia game parts out of Microforum's MindGrind is impossible.



I CAN'T SWIM If you're wrong, MindGrind doesn't give you the right answer—a real shame, since half the fun of trivia is learning, rather than just regurgitating.

I, Q

In place of You Don't Know Jack's snide off-screen gameshow host, MindGrind's onscreen host, Newton Knowmore, is one part *Star Trek* villain Q and another part Don Rickles—as nasty and unnecessarily needling as that combination sounds. The questions come at you in five different contexts. First, you select categories from an eight-by-eight grid, trying to get four in a row correct before your opponent does—sort of extended tic-tac-toe. Second, you must jump from the bottom of a screenful of pillars to the top, answering a question for each pillar you land on. (The longer the jump, the harder the question.) "Maze of the Mind" is third, where you must navigate a top-down maze, answering questions to pass through locked doors. The fourth game brings platforms that shrink and grow with your right and wrong answers. Too many wrong answers and you're crushed to jelly against the top of the screen.

"The Search for Intelligent Life" marks the big finale, as you pilot a spaceship around a solar system, avoiding meteors and answering questions at each of 10 space stations. Complete with thrusters, brakes, navigational controls, "turbo thrust" and a fuel gauge, this is just awful. People who want to play Wing Commander aren't going to prefer MindGrind.



ROSWELL ROUNDTABLE The shtick here is that Earth is the prize in a galactic trivia game. If these trivia questions are the best the aliens can come up with, humans have little to worry about.

Questions, We Get Questions

Through each of these sequences, regardless of category, the questions stay the same. Never mind that some types of questions are not well suited to a multiple-choice format—riddles fare badly here—or that King Arthur comes up under Horror instead of Mythology. Worse, many questions aren't fair. "What is the largest pinniped?" is bad enough, but how about "How tall in centimeters is the world's tallest cactus?" The world's shortest dog? The world's deepest ocean?

If you guess wrong too often, the computer picks up on it and in later rounds gives you nothing but questions in your worst category. In my case this meant that I had to stand on that stack of platforms answering World Records question after World Records question, 40 in a row, with no variation. Any computer game that insults me and then hammers me with questions it knows I won't enjoy isn't worth playing. All the fancy graphics in the world don't make MindGrind less of a pig.



Price: $34.95
System Requirements: 486DX2-66 or better processor, 8MB RAM, 10MB hard drive space, SVGA graphics, Windows 3.1 or better, 2x CD-ROM; Sound Blaster compatible sound.
Protection: None (CD must be in drive)
Publisher: Microforum
Toronto, Ontario
(416) 656-6368
Reader Service #: 333

▸APPEAL: Trivia fans who have lots of patience for cheesy sci-fi frame stories.

▸PROS: Some of the questions are good, requiring ingenuity or calling on reserves of half-forgotten cultural knowledge.

▸CONS: The rest of the game is just grating, from the singularly unpleasant host to the deliberate attempt to bury you in questions the designers know you can't answer.

CG RATED ★★

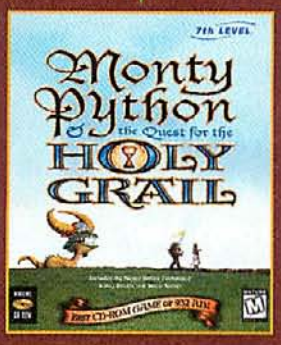


"I fart in your general direction"

Monty Python and the Quest for the Holy Grail

A challenging yet very silly CD-ROM strategy game from 7th Level. The original Python cast reunites led by big-shot, part-time llama breeder Eric Idle. With up to the minute 10th Century humor, scribbles from Terry Gilliam, utterances from Terry Jones and Michael Palin, a fax from John Cleese and a missing scene from the original motion picture.

(Now go buy the game or I shall taunt you a second time)



7th LEVEL

WWW.7THLEVEL.COM WWW.PYTHONLINE.COM 1-800-892-2545

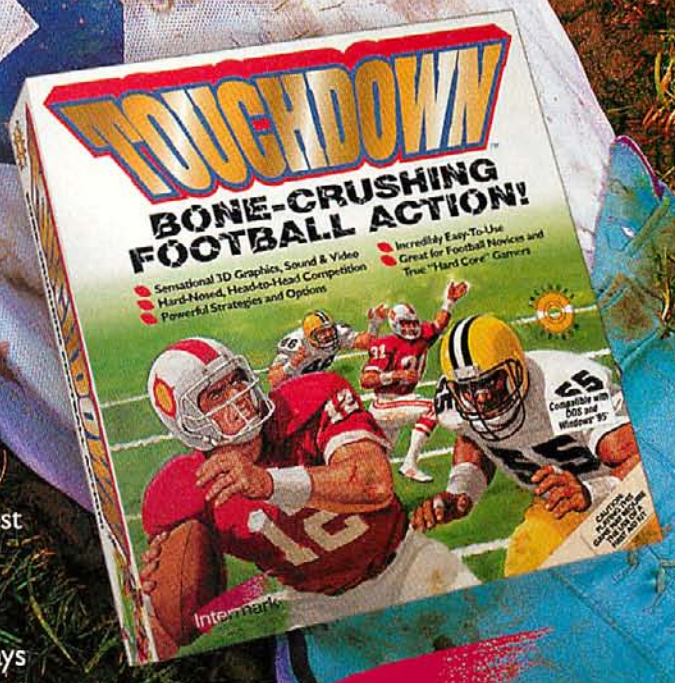
Download Monty Python desktop themes from the Web Sites. Available for Windows® 3.1, Windows® 95 and Macintosh at these fine stores.

Babbage's software etc COMPUSA COMPUTER CITY BEST BUY

©1996, 7th Level, Inc. 7th Level is a trademark of 7th Level, Inc. The trademark "Monty Python and the Holy Grail" is property of Python (Monty) Pictures Ltd. All rights reserved. Original materials ©1974 The National Film Trustee Company Ltd. Likenesses and art are used with permission. 7th Level, Inc. Richardson, Texas 75081.

Circle Reader Service #102

Wake Up and Smell The Pigskin, You Douche Bag!



Play "Bad-Ass" Football. TOUCHDOWN!

Buy ***TOUCHDOWN***™ today and play the only game that spits blood, rips guts and puts you right in the action. ***TOUCHDOWN*** is the most realistic 3D football game available. Pick your favorite team, choose from over 300 plays, hear bone-crushing hits and see unbelievable plays unfold right before your eyes.

Score ***TOUCHDOWN*** at your nearest retail store or call Toll-Free:

888-833-1228

Intermark

4600 Campus Drive, Newport Beach, CA 92660
Phone: 714-833-1220 Fax: 714-833-1204
www.intermk.com

Circle Reader Service #391

NCAA Pigskin Action

Class of '97 College Games Look To Break Those NFL Blues



Ah, higher education. Remember sweating over lengthy term papers, and pulling all-night study sessions in the university library? Or perhaps your college memories are a blur of fraternity bashes and rowdy spring breaks. But for the propeller head and party animal alike, autumn Saturday afternoons remain a special time. That's when college football takes center stage to the accompaniment of colorful marching bands, raucous student bodies and incredibly leggy cheerleaders. Unfortunately, when it comes to NCAA pigskin action, computer sports gamers have had to make do with slim pickings.

With the NFL hogging the gaming spotlight, college sims have been few, far between and of rather uneven pedigree. This could be the year that changes all that, however, with a variety of options looming to suit the budget and hardware of any fan.

HEAD OF THE CLASS

By far the most heralded prospect for NCAA fans is ABC SPORTS' COLLEGE FOOTBALL, a Windows 95-native graphical sim that is one of the first offerings from the newly-formed OT Sports. Backed by ABC and Disney, the OT team hit the ground running with a high-profile NFL offering, MONDAY NIGHT FOOTBALL (see review in this issue). Their college game takes the MNF engine and dresses it up in school colors for fans who prefer their football in South Bend and Ann Arbor rather than Buffalo or Green Bay.

ABC SPORTS' COLLEGE FOOTBALL, scheduled for a November release, could be the kind of game that blurs the traditional line between action and realism. While I haven't seen the finished product, I've spent plenty of time with its big brother, MNF, which has a promising (but flawed) gaming engine. While the OT Sports designers initially toyed with creating a whole new interface for their college sim, they changed their minds once they saw how well MNF's innovative play-calling window worked. This feature allows gamers to not only select formations and plays, but to modify them in real time, much like calling an audible at the line of scrimmage. If OT Sports can successfully plug it into their college game, your virtual coaching chores will be a breeze.

Action-oriented fans will enjoy the arcade options in ABC SPORTS' COLLEGE FOOTBALL, which supports a wide variety of controllers. Would-be Lou Holtzes and Joe Paternos, on the other hand, can choose the game's coach mode. Gamers of all stripes should appreciate the multiplayer options via modem, LAN or the Internet. Players should note that arcade control is only available on offense during Net games. On the defensive side of the ball, you'll have to jump into coach mode due to latency problems associated with the simultaneous use of two joysticks.

> **"We licensed the 1,400 greatest college (football) players of all time."**
>
> *—Glen Hendrickson, producer, ABC SPORTS' COLLEGE FOOTBALL*

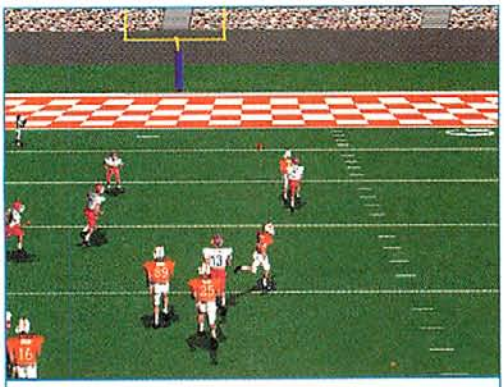
STAR POWER

In an effort to add collegiate flavor to the MNF engine, producer Glen Hendrickson and the design team added authentic touches like triple-option plays and the wishbone offense. The game features 32 teams using authentic all-time great college players, and is best suited to exhibition or tournament play. This is a design choice that may not please everyone, particularly gamers intent on seasonal replays, or those who would like to pit all-time great teams against each other using their original rosters. OT Sports has

ON DECK

- Here's the first released screen shot of EA's NBA LIVE 97. Not much new to report that we haven't yapped about already, except for this tidbit: Shaq *will* be in this game.
- MicroLeague's long-awaited MICROLEAGUE BASEBALL 6.0 has been delayed until the start of the 1997 baseball season. MicroSports designer Dave Holt is taking over the project for MMI, and will be incorporating a brand new game engine developed for PRO LEAGUE BASEBALL into the resurrected MICROLEAGUE sim.





AMERICA THE BEAUTIFUL The new version of coach-only ALL AMERICA COLLEGE FOOTBALL will feature variable camera angles and viewable player numbers.

included high-profile teams like Penn State, Notre Dame, Nebraska and Florida State in the mix, and packed them with the best players to ever represent their respective schools. So when the Nittany Lions play the Fighting Irish, you're likely to see QB Rick Mirer trying to elude blitzing 70s-era LB Jack Ham. USC against Illinois will feature tailback Marcus Allen slamming helmets with legendary linebacker Dick Butkus.

Licensing the actual stars was a key decision for self-described college football nut Hendrickson, who laments the lack of real players in many college games. "It's more fun to control Deion Sanders than it is to control Number 24," he says. "With that in mind we licensed the greatest 1,400 college players of all time."

Capturing the game's excitement, not just its mechanics, is clearly a priority for the OT crew. ABC SPORTS' COLLEGE FOOTBALL includes broadcast legend Keith Jackson along with color man (and pro hall-of-fame QB) Bob Griese. It's all designed to transport the glitz of big-time college football from your TV screen to your computer screen.

HOLT EVERYTHING

MicroSports is a small Tennessee game company best known for its PRO LEAGUE FOOTBALL series. Writing pigskin code for the better part of a decade, company president Dave Holt has weathered the ups and downs of the highly competitive computer gaming business, including an unlikely and short-lived partnership with IBM. (At press time, MMI, parent company of MicroLeague, had signed a letter of intent to purchase the MicroSports line. Under the agreement, all future releases would appear under the MicroLeague label.)

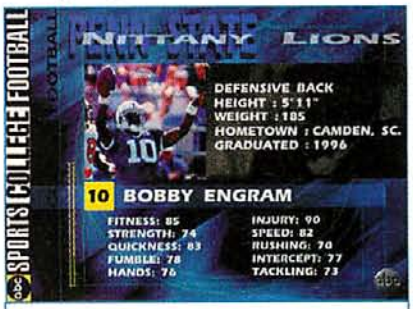
On the college front, MicroSports has issued several incarnations of ALL AMERICA COLLEGE FOOTBALL over the years. For those familiar with PRO LEAGUE, AACF's interface is virtually identical–a coach-only game that emphasizes play-calling and statistics. While older versions featured a top-down perspective, last year's model presented a sideline view that was the best-looking MicroSports product to date. This year, Holt promises an all-new interface for both PLF and AACF that will feature variable camera angles and individual player numbers.

While his college and pro games have a similar look and feel, Holt has varied the underlying formulas to account for essential differences between NCAA and NFL competition. In Holt's view, the college game is considerably more wide open, and the veteran designer attributes this to positional mismatches. After all, he reasons, even the last player on an NFL squad was a college star, while college games feature a wide variation in athletic ability. With release scheduled for October, AACF will feature an estimated 800 college teams, including complete seasons from 1993-1995. But it won't have individual player names like ABC SPORTS' COLLEGE FOOTBALL.

SMALL SOLUTIONS

Maybe you haven't made the Pentium jump yet. Or maybe you live for stats and don't particularly care about cutting-edge graphics. Either way, you have a couple of noteworthy text-based choices.

Lance Haffner's 3-IN-1 FOOTBALL includes an incredible number of NCAA teams from the 1995 season along with a complete NFL package. Replay the Orange Bowl, the Army-Navy game or stage your own playoff system for the National Championship. 3-IN-1 provides individual player stats and accounts for several evolutions in NCAA rules. The game system has been around for a decade, and has been tweaked by Haffner Games to provide an accurate, albeit bland, representation of college ball.



ZONE GLITZ OT Sports has packed ABC COLLEGE FOOTBALL with licensed NCAA stars from football's past and present.

An oddity of the 3-IN-1 interface allows college and pro teams to be matched against each other based on stats alone, without regard to the competition level. This makes it possible for, say, Florida State to manhandle a team like the Jets.

Another text-based NFL sim that offers optional college disks is ACTION PC FOOTBALL from Dave Koch Sports. Gamers can choose either either last season's Top 20 teams, or a collection of the NCAA's major conferences.

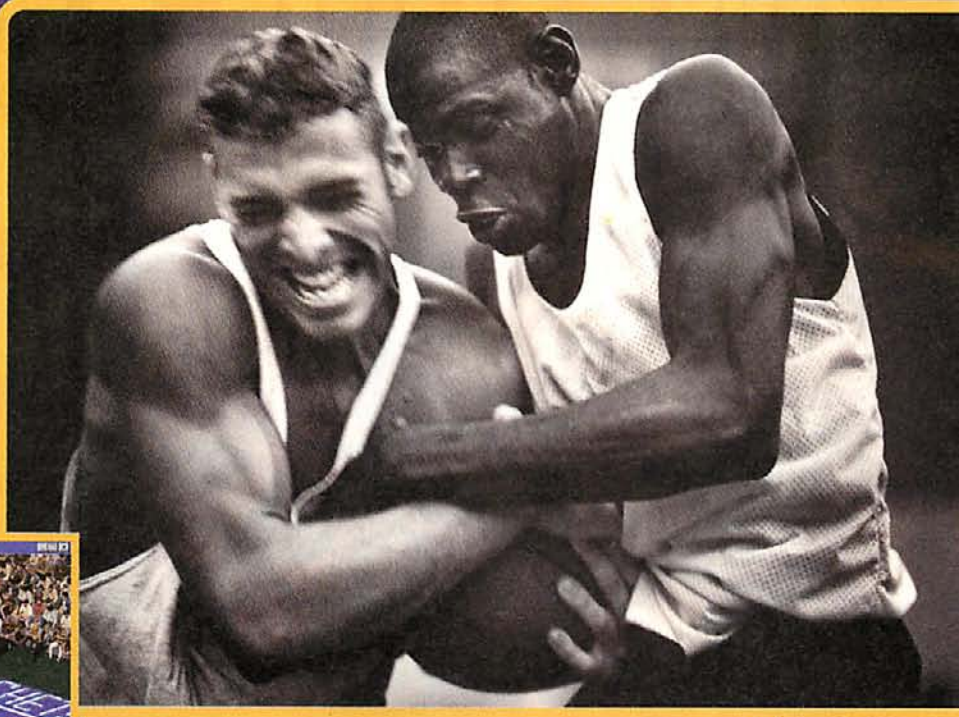
At last, there's no reason to get stuck in that same old NFL rut.

CG TIPS!

Can't stand the wait for NBA LIVE 97? German fan Tim Schirner's latest in his series of great patches for NBA LIVE 95 and 96 are available on his Web site with all missing players, updated trades, 95/96 statistics, 96/97 lineups, and more to get you up to speed for the start of the new season. Check out his site at **www-users.informatik.rwth-aachen.de/~timt/nba95.html** (substitute **nba96.html** after the last slash for the 96 version).

You've always been a tad

TOO COMPETITIVE AT HOOPS.



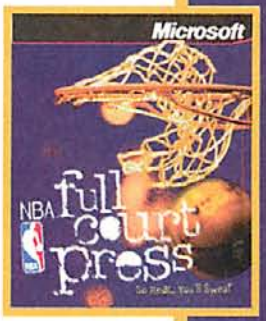
Well, this surely won't help matters any.

Finally, some PC roundball that lets you play just like in the gym. In other words, like a maniac.



Choose from 29 NBA, 2 all-star, or up to 4 custom teams.

From the opening tip, NBA Full Court Press™ rewards your desire to dominate the hardwood by any means available. Like high-res graphics that render slams (yours) in humiliating detail. Or Player Intelligence based on real NBA coaching. With motion capture of NBA stars, you'll virtually *feel* the rim as you levitate high over the arena. Play with up to four hoopsters on a PC using joysticks or gamepads. Or you can take on multiple players in real time via modem or network. And installation? It's a layup with Microsoft® Windows® 95. Want a pre-game warm-up? Check out **www.microsoft.com/sports/slamdunk/**. Then get ready to lose it.







Microsoft offers a line of sports games for the terminally competitive.

Microsoft

Where do you want to go today?™

©1996 Microsoft Corporation. All rights reserved. Microsoft and Windows are registered trademarks and Full Court Press and *Where do you want to go today?* are trademarks of Microsoft Corporation. The NBA and individual NBA team identifications used on this product are trademarks, copyrighted designs, and other forms of intellectual property of NBA Properties, Inc., and the respective teams and may not be used, in whole or in part, without written consent of NBA Properties, Inc. ©1996 NBA Properties, Inc. All rights reserved.







AWESOME REVIEWS.

IT'S LIKE WINNING THE CUP WITH A SLAPSHOT FROM THE BLUELINE.



"NHL POWERPLAY '96 IS WITHOUT A DOUBT THE BEST HOCKEY GAME EVER MADE FOR ANY SYSTEM ON ANY PLANET!!! THE INCREDIBLE LOOK AND PLAY LEAVE YOU NO CHOICE BUT TO GO OUT AND BUY THE GAME."
-GAME PLAYERS

"POWERPLAY HAMMERS FACEOFF OPPOSITION... RARELY DOES A VIDEO GAME DELIVER THE ESSENCE OF THE SPORT...POWERPLAY'S GRAPHICS AND GAMEPLAY SKATE AWAY WITH THE CUP."
-GAMEPRO

"POWERPLAY'S GAMEPLAY IS SECOND TO NONE."
-COMPUTER GAMING WORLD

"THE GAME THAT STOLE THE TORCH FROM EA'S NHL SERIES AND BROUGHT THE SPORT OF HOCKEY INTO THE 32-BIT AGE."
-NEXT GENERATION

"THE STRONGEST COMBINATION OF KILLER GRAPHICS AND SOLID GAMEPLAY TO DATE."
-CYBER SPORTS









Check us at www.vie.com







NHL® POWERPLAY™ '96

© 1996 VIRGIN INTERACTIVE ENTERTAINMENT, Inc. and RADICAL ENTERTAINMENT Ltd. All rights reserved. NHL is a registered trademark and Powerplay is a trademark of the National Hockey League. All rights reserved. All NHL logos and marks and team logos and marks depicted herein are the property of the NHL and the respective teams and may not be reproduced without the prior written consent of NHL Enterprises, L.P. © 1996 NHL. Officially licensed product of the National Hockey League. All NHLPA, National Hockey League Players' Association and the logos of the NHLPA are registered trademarks of the NHLPA and are used under license by Virgin Interactive Entertainment, Inc. Officially licensed product of the National Hockey League Players' Association. Copyright NHLPA 1996. Virgin is a registered trademark of Virgin Enterprises, Ltd.

★★★★½ **REVIEW • NHL 97**

DIFFICULTY LEVEL: EASY / INTERMEDIATE / ADVANCED

Ice Dream

CG CHOICE

EA's NHL 97 Is A Graphic Masterpiece, But Is It Real Hockey?

by Gordon Goble



ICE CAPADES NHL 97 boasts the most beautiful graphics to ever grace a computer sports game, bar none.

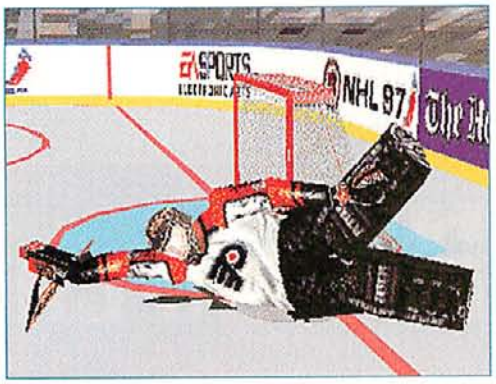
I am a Canadian male and as such must obey certain regulations. Rule Number One: Love Thy National Sport, or some bacon-fueled government agent will come and confiscate all thy baby seal pelts. Fortunately, I'm a huge hockey fan, so as I close up my igloo and prepare for an indoor winter, it's good to know that computer replications of the sport are suddenly everywhere. The latest is the fourth installment of EA Sports' heavyweight hockey series, the grandiose and much-anticipated NHL 97.

So, let's get to the point: NHL 97 is simply the best-looking, best-sounding sports game ever made for the PC. From an astounding introduction that never lets up to the menu-driven interface and exciting gameplay, it's a head-on sensory body check that'll leave you gasping for air. Even the installation routine will crank your stick.

But, as they say, you can't judge a book by its cover, and what a lot of sports games have been doing recently is using all that stimulus to cover what really matters: long-haul gameplay intrigue. NHL 97, for all its greatness, is somewhat guilty of this, too, as some of the real-life intricacies of hockey were once again deemed a bit less critical than the look of the game.



Price: $59.95
System Requirements: Pentium 75 or better, Windows 95 or DOS 5.0 or higher, 8 MB RAM (16 MB for Windows 95), 25 MB hard drive space (40 MB for Windows 95), VESA compatible SVGA graphics card (DirectX 2.0 supported card for Windows 95), 4x CD-ROM, mouse; most major sound cards supported.
of Players: 1-4
Protection: None (CD must be in drive)
Designers: Lance Wall, Kurt Kennett
Publisher: EA Sports
San Mateo, CA
(800) 245-4525
Reader Service #: 334



DOH! Player movements and reactions are eerily realistic; when a player takes a tumble on the ice, you'll want to reach for the first aid kit.

HEAVY METAL

You can call this game "full-metal hockey," because that's what it is, both visually and audibly, as you work your way rinkside. In the style of FOX hockey telecasts, NHL 97's menu screens have a high-tech look of big, glimmering steel and futuristic machinery, accompanied by the effects-laden guitar virtuosity of Saki Kaskas. NHL 97 designers have once again supplied virtually every option you'll ever need to customize your hockey experience (aside, curiously, from coaching, something successfully reintroduced recently in Virgin's NHL POWERPLAY '96) in an unprecedented show of chrome. EA Sports is so far ahead of its rivals in this area that it just doesn't seem fair.

With licensing from every conceivable source, all the National Hockey League players and teams are represented, with some international squads thrown in for good measure, each ranked in a gaggle of categories and presented with statistical records. Gorgeous head shots and personal information on players only add to the fun. Should the mood strike you, you can trade any player you like or even create your own lineup from scratch.

When you play a full or partial season, the program keeps a running total of even the most insignificant stats, including the status of players with long-term injuries. If you haven't set things quite to your liking before you lace the skates, in-game hot keys and an ample pause menu allow for resolution switching, detail adjustments, line editing and "rule changes" on the fly.

When game time does hit, it strikes with a flourish. Gone are the sprites that populated NHL 96, and in their place are



Think you're ready for the NBA? Now's your chance with NBA Hang Time. It's a 2-on-2 non-stop, all-out hoopfest with the hottest names in the league. Choose from over 150 of the NBA's best including Hill, Miller, Malone and Johnson. Or use the Create A Player option to play as yourself (slightly improved, of course). Give yourself dangerous moves like monster jams, perfect three's, or laser-guided passes even Starks or Drexler would envy. So go on. Go head to head with the pros. And show them what your vertical's made of.

NBA Hang Time. © 1996 Midway Home Entertainment Inc. All rights reserved. The NBA and individual NBA team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective Teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 1996 NBA Properties, Inc. All rights reserved. Distributed under license by Midway Home Entertainment Inc. GT and GT Racing are trademarks of GT International. Saleen Corp. All other trademarks are the property of their respective companies.

Circle Reader Service #261

Only $49.95.
Call (800) 757-7707
Please mention Special Offer NC1614

We've taken NASCA even more heart

NASCAR® RACING 2

Both the cars and the tracks are painstakingly detailed — right down to the authentic decals and billboards.

The competition's intense as you race to overtake NASCAR champion Dale Earnhardt.

Spotter and crew chief audio lets you know where the competition is as you race door-to-door with up to 39 other cars.



Realistic rear-view mirror action lets you see who's coming up behind you.

Authentic NASCAR dashboard lets you keep track of your RPMs, fuel and other critical information.

NASCAR® Racing is also available for the Mac and the PlayStation™.

SIERRA®

PAPYRUS

We're talking authentic—check out this legal! ©1996 Sierra On-Line, Inc. ® and/or™ designate trademarks of, or licensed to Sierra On-Line, Inc. All rights reserved. NASCAR® Racing 2 is officially licensed by NASCAR. Papyrus and Papyrus logo are tra Penske Racing South, Inc. Geoff Bodine's name and the likeness of the #7 car including the QVC trademark are used under license with GEB, Incorporated. The name of and likeness of Dave Marcis and the name, marks and race car design of the #71 Ma right to use the name, likeness and image of Hendrick Motorsports car #24 DuPont Automotive Finishes and Jeff Gordon are granted under license from JG Motorsports, Inc. The name of Johnny Benson, the name, marks and race car design of Bahari Ra logo are registered trademarks of Proctor and Gamble and may not be reproduced without the written consent of Proctor and Gamble. Proctor and Gamble have licensed these rights to Papyrus Design Group's name. Name and likeness of the #10 Tide ca and Eagle are trademarks of the Goodyear Tire and Rubber Co., reproduced by permission. Pontiac, Pontiac "Arrowhead" Emblem, and Grand Prix are trademarks of General Motors Corporation used under license by Papyrus Design Group, Inc. NAPA is us of Roush Racing, Livonia, MI. The Family Channel trademarks, PRIMESTAR trademarks, Roush Racing and Ted Musgrave's name and/or likeness used by authority of Roush Racing, Livonia, MI.

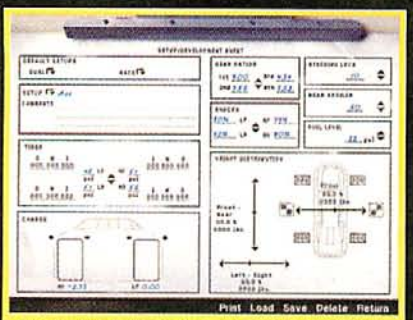
Racing and added ounding action.

PC Gamer **called NASCAR® Racing "...simply the best racing sim ever created." Here's what makes NASCAR® Racing 2 even better:**

- Compete in the 1996 season with real NASCAR drivers and teams on 16 NASCAR tracks
- Crew chief and spotter audio alert you to track conditions
- Fast and easy Arcade Mode lets novices jump in and start driving immediately
- Faster graphics in SVGA
- Officially licensed by NASCAR®



Learn all about 7-time NASCAR Champion Dale Earnhardt, as well as your other favorite drivers.



Change tires, suspension and more to customize your car to your driving style.



Network play lets you race door-to-door and head-to-head with up to 7 other players.



ow you can personalize your car by creating your wn unique designs and sponsorships in the ASCAR 2 paintkit.



Get the big picture, as you race against Rusty Wallace and other top NASCAR drivers.



Choose all your race options, then compete in real NASCAR events like the NAPA 500 of Atlanta.

See your local software dealer or for a taste of the action, download our demo from http://www.sierra.com/games/NASCAR2/

KID TO ADULT
AGES 6+

Design Group, Inc. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment, Inc. Rusty Wallace's name and the likeness of the #2 car, including the Ford Motorsport logo are registered trademarks used under license with are used under the license with Marcis Auto Racing. The name of Bobby Labonte, the name and marks of the Interstate Batteries Company, and the name, marks and race car design of Joe Gibbs Racing are used under license with Joe Gibbs Racing. The ng the trademark of Pennzoil Company, are used under license with Bahari Racing and Johnny Benson. The name and likeness and marks of #3 GM Goodwrench Service stock car and Dale Earnhardt, are licensed with Dale Earnhardt, Inc. Tide and Tide the e with LCR, Inc. Chevrolet, the Bow Tie emblem, Monte Carlo, and related body design are trademarks of the Chevrolet Motor Division, General Motors Corporation and used under license by Papyrus Design Group, Inc. Goodyear (and winged foot design) from NAPA. The Atlanta Motor Speedway is a registered trademark, the mark and track likeness are used under license from the Atlanta Motor Speedway. The Valvoline trademarks, Roush Racing and Mark Martin's name and/or likeness used by authority

3D-rendered polygonal skaters, each built upon a player skeleton driven by motion-captured data. Accurate in all directions, the end effect is absolutely uncanny as players hold and lunge, crash and bang, and act and react with bizarre authenticity from every angle. These guys even have faces and mustaches and, when penalized, vent their wrath by smacking their sticks against the glass.

As has become the norm with EA Sports, multiple cameras are at your bidding, from rafter cams that give an overview of the situation to several ice-level perspectives, reverse angles and more. Replays, with manual control over rotation and angles and featuring absolutely monstrous zooms, are beautiful enough to bring a tear to the eye, while FOX-like "tails" chart the wake of whistling pucks. Uniforms carry players' names and numbers, and EA has even included the NHL's recently adopted "second" uniforms for good measure.



SUCH NICE BOYS You can compare player stats side-by-side to assemble your dream team of killers.

PUCK FICTION

But as much as NHL 97's graphics floored me, its gameplay AI and realism left me a bit disappointed. In command of the bottom-of-the-barrel Ottawa Senators, I faced off with the all-powerful and hypothetical Team Europe—at the toughest skill level no less—thrashing them 5-2 and outshooting them 89-45! Taking the same teams at *Rookie* level with the program controlling the pitiful Senators, I eked out a narrow 4-3 victory, pumping 101 shots on goal. Was it fun? Yes. Does it in any way make sense? No.

Yet my complaints get far more specific than that. Line changes take *waaaay* too long, leaving the ice momentarily vacant of that team's skaters and triggering multiple breakaway opportunities per period. Then, during those offensive thrusts, you'll find your defensemen sometimes hovering just outside, rather than inside, the blueline—a sure no-no in the real world.

Although players are wonderfully mobile, jumping on loose pucks and such once things get going, there's virtually no variety to the computer team's attack from team to team or level to level—it's usually the same motions in the same places with the same outcomes. And as for those guys in stripes, they've called countless offsides that weren't and have signaled at least two goals where the puck did not cross the line (I have the replays to prove it). Built-in human error? I hope so.

NHL 97 also still has the "predestined" feel to it that I've complained about in previous versions of the game. For example, should the program dictate that you miss eight-foot wrist shots at open nets? No. Should it allow you to score two goals in a row from the center ice face-off? No. Should a computer-controlled team "dump it in for a line change" when they have a two-man breakaway? No. None of this favors the human or computer-controlled teams, but it gives you the impression that, no matter how good or bad you are currently playing, the payoffs are based on what the program wants at that given time. It can fill you with a helpless feeling.

Finally, the lack of an omnipresent time clock and the conspicuously absent penalty clock can be a definite hindrance when a tired unit is ready to leave the ice. And though I appreciate EA's first attempt at play-by-play commentary (by colorful real-life Vancouver Canucks broadcaster Jim Hughson), his verbiage is sometimes just plain wrong, completely misstating on-ice action.

HIGHLIGHTS AND LOWLIGHTS

To be fair, NHL 97's gameplay negatives are partially offset by obvious strengths and improvements over last year's product. Controller button assignments are far more sensible, goalies don't hold the puck *ad nauseum*, and penalties and fisticuffs are a result of your own indiscretions. Five-man units experience graduated/realistic fatigue over the course of time, meaning it's nearly impossible to get a fresh line near the end of a period, and deking a goalie is so realistic you'll think you're really there. Of course, EA's rink sound reflects every audible incident there is.

For all its graphic glory, though, NHL 97 is not a wholly realistic depiction of the sport. It's a slam-bang reflex-o-rama featuring spectacular action, cunning animation and overly frequent killer hits. It also has sometimes questionable smarts, viscious yet common trips that should be called "interference," and little of hockey's subtlety. It's kind of a playable highlight reel.

So why do I want to play the darn thing again and again? Probably because something that looks this good and is so much fun to play commands respect, if not quite enough to see me through a full season.

APPEAL: Anyone who enjoys computer hockey, with a proviso that the accent here is on visual beauty and action rather than the nuances of the real sport.

PROS: The best graphics and animation of any sports game, ever. Exciting if not always authentic gameplay, with user-customized options galore.

CONS: No team coaching strategies; AI and realism hasn't improved enough from previous versions, either. Winning is often a matter of how much and how fast you can click buttons.

CG RATED

SOLID ICE

Get ready...

for the next ICE AGE:







..."the people who put this thing together have a superb grasp over what makes hockey, hockey."- Computer Games Strategy Plus

"This game is cool... a five out of five." - PowerPlay Magazine

Keep your head up! This game hits hard.
Mind blowing graphics, incredible gameplay and awesome features make Solid Ice the coolest game in town. Go head to head with the superstars of the NHLPA. Experience the power, the speed, and the reflexes of the very best. Want more? Solid Ice gives you a collection of game editors found nowhere else.

Create your own league with up to 26 teams, customize your players abilities using eight different attributes, then design your team look with our incredible logo and uniform editors. Now get physical and hit the ice in the fastest paced, most intense hockey action ever.

NHLPA

Strategy First Inc.

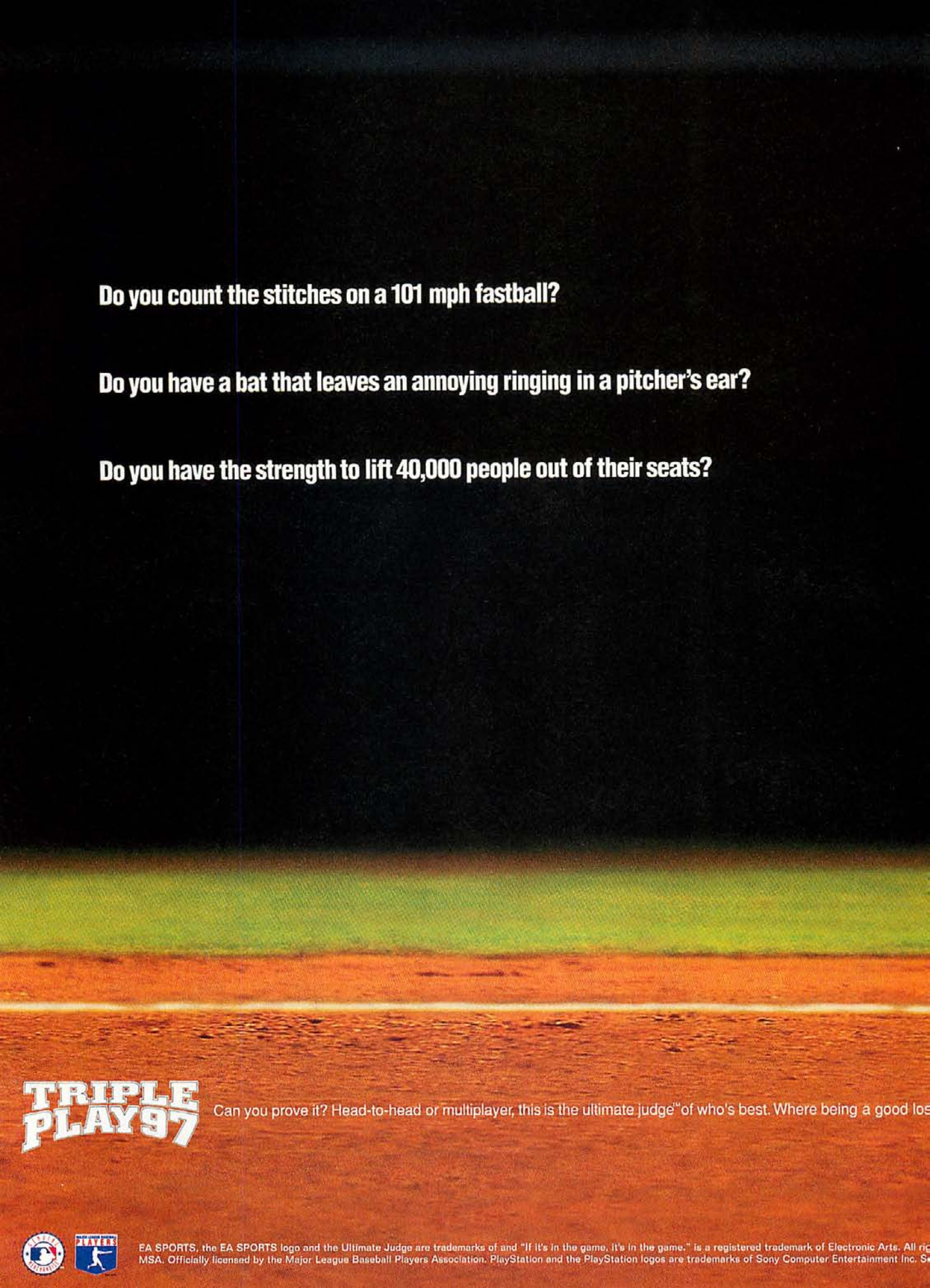
SOLID ICE: We didn't invent hockey... it just looks that way.

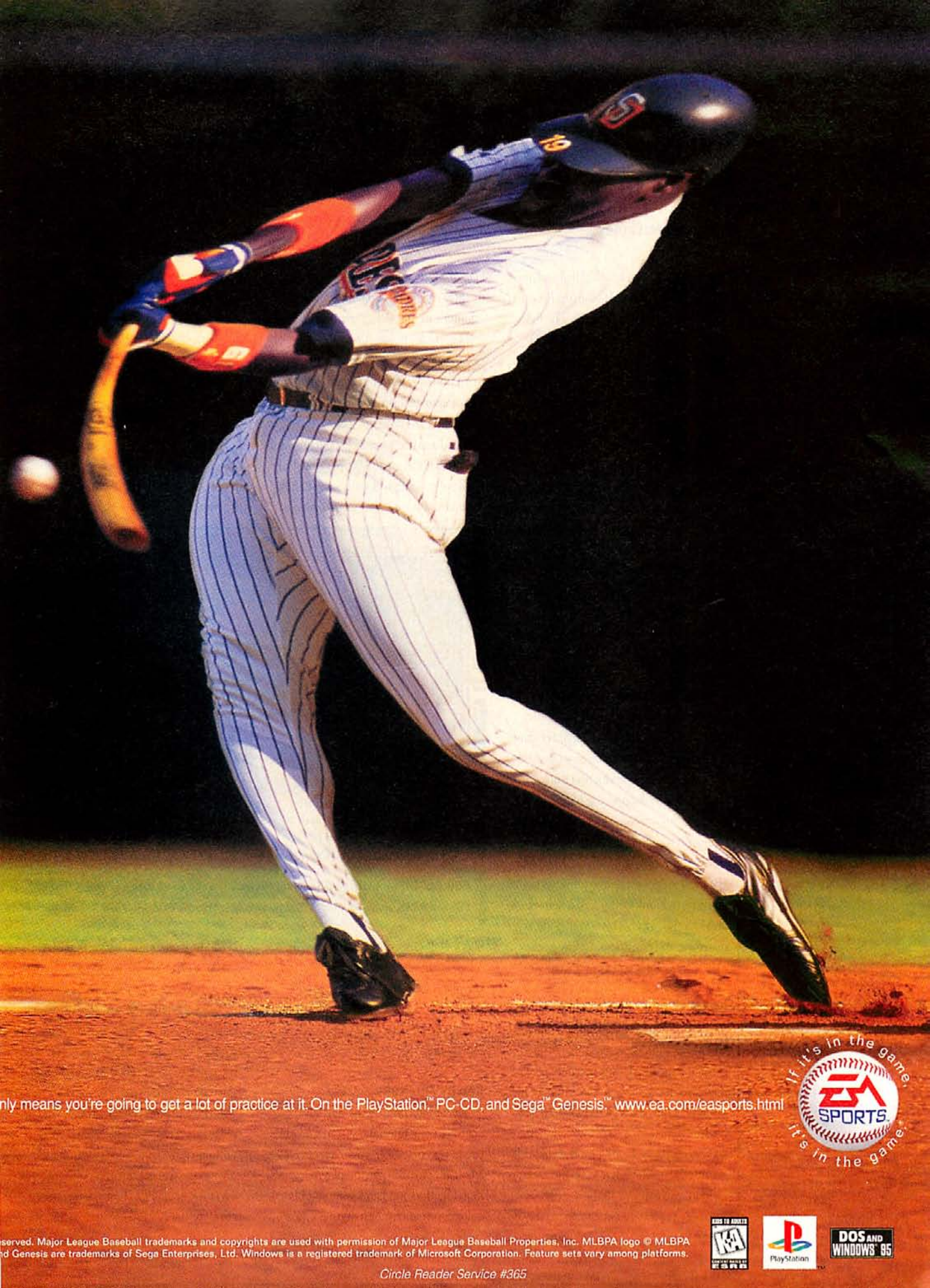
PC CD-ROM

empire

For more information visit our web site http:// www.empire-us.com or call 1 800 216-9706

© 1996 Strategy First. All rights reserved. Solid Ice is a trademark of Strategy First Inc. All NHLPA, National Hockey League Players' Association and the logo of the NHLPA are registered trademarks of the NHLPA and are used under license by Strategy First Inc. Officially licensed product of the National Hockey League Players' Association.


Do you count the stitches on a 101 mph fastball?
Do you have a bat that leaves an annoying ringing in a pitcher's ear?
Do you have the strength to lift 40,000 people out of their seats?
TRIPLE PLAY 97
Can you prove it? Head-to-head or multiplayer, this is the ultimate judge™ of who's best. Where being a good los
EA SPORTS, the EA SPORTS logo and the Ultimate Judge are trademarks of and "If it's in the game, it's in the game." is a registered trademark of Electronic Arts. All ri
MSA. Officially licensed by the Major League Baseball Players Association. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. S


nly means you're going to get a lot of practice at it. On the PlayStation.™ PC CD, and Sega™ Genesis.™ www.ea.com/easports.html
If it's in the game,
EA SPORTS
it's in the game.
nserved. Major League Baseball trademarks and copyrights are used with permission of Major League Baseball Properties, Inc. MLBPA logo © MLBPA
nd Genesis are trademarks of Sega Enterprises, Ltd. Windows is a registered trademark of Microsoft Corporation. Feature sets vary among platforms.
PlayStation
DOS AND WINDOWS 95
Circle Reader Service #365

★★★☆☆ REVIEW • ABC'S MONDAY NIGHT FOOTBALL

DIFFICULTY LEVEL: EASY / INTERMEDIATE / ADVANCED

Stormy Monday

MNF Gets Mixed Reception With Great Net Play But Bad AI

by Dennis McCauley

Don't sell the steak; sell the sizzle. It's the first lesson in Marketing 101. The folks calling the plays at OT Sports apparently aced that class, as the company's inaugural release, ABC's MONDAY NIGHT FOOTBALL, has flat-out nailed the exciting aura that surrounds the NFL's prime-time spectacle. The game's opening sequence is a definite keeper, with Hank Williams, Jr., belting out the now-famous "Rowdy Friends" theme as video images of gorgeous cheerleaders, screaming F-16s and rocking NFL action flash across the screen. Of course, this has little to do with MNF's play value, but it does set the mood perfectly.

Once past the opening, would-be coaches arrive at the game's main interface screen. The *Monday Night Football* TV look and feel is effectively conveyed here by simulated production truck controls. As you pick opposing teams, for example, full-motion video highlights start rolling on monitors flanking each team. With your combatants selected, another click will trigger live video previews of the game from Frank Gifford, Al Michaels and Dan Dierdorf. This is well done, with team-specific commentary. Other click points allow the gamer to set weather, graphics and assorted play options. Coaches can also jump to team and roster editors, where starters can be replaced and player ratings tweaked.

With opposing teams selected, play moves to the stadium. Unfortunately, the on-field action shows MNF at both its best and worst. The OT Sports design crew deserves real credit for the play-calling interface, which has to be the slickest, most intuitive device that I've ever come across in a sports game. Taking full advantage of MNF's native Windows 95 status, the play caller pops up before each snap, offering easy access to a seemingly endless variety of choices. On offense, coaches can view and select any type of play, run it from any formation, and edit things like motion, blocking assignments and primary receivers on the fly.

If you can use a mouse, you'll find you can quickly call an audible play in MNF. Creative coaches will want to save their most innovative Xs and Os in playbook files for later use. On defense, gamers select the coverage and formation, and can alter individual reads, blitzes and other assignments. With just a little practice, the MNF play caller becomes second nature.



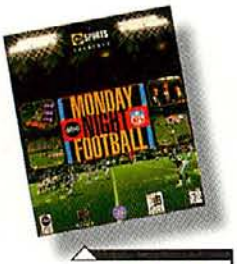
AUDIBLY IMPRESSED The play-calling interface is a dream in MNF, allowing you to edit things like blocking assignments and primary receivers on the fly by dragging the mouse.

ROWDY FRIENDS

The game's prime-time flavor is the central theme throughout. You'll feel like you're watching from your easy chair as Al Michaels provides play-by-play, while Dan Dierdorf and Frank Gifford offer color commentary. At halftime, Chris Berman appears back in the studio offering statistics and advice. The Berman segment is fun, but his ideas aren't always on the mark. For example, with my QB's stats showing 34-38 for 423 yards and 5 TDs at halftime, Berman suggested that I mix in some running plays because the defense was "adjusting" to my passing attack.

Even the regular ABC crew stumbles occasionally, with comments that seem out of context with the overall course of the game. Dierdorf, for example, complimented a team on the wrong end of a 49-46 score, saying, "This is such a well-coordinated defense." On another occasion, my kicker nailed a 66-yard field goal, thus eclipsing a quarter-century–old NFL record. The usually talkative ABC crew let the moment pass in silence, however.

Everyone knows that you can't tell the players without a scorecard. In MNF, however, you can't tell the players, period. Although names are displayed in the play caller, once you get down on the field, you're left guessing. There are no jersey numbers, nor is there the usual toggle for



Price: $55.00
System Requirements: Pentium 90 or better processor, 16 MB RAM, 10 MB hard drive space, Windows 95, 2x CD-ROM, mouse; supports all Sound Blaster 16 compatible sound cards.
of Players: 1-2
Protection: None (CD must be in drive)
Designer: Doug Whatley
Publisher: OT Sports
Hunt Valley, MD
(410) 771-8550
Reader Service #: 335

Next time you crash your PC, do it end over end.



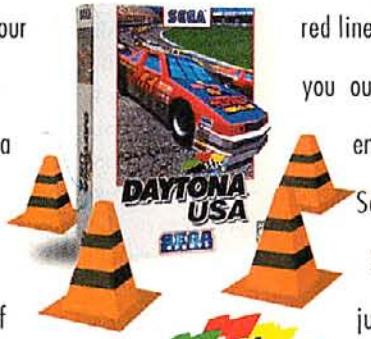






You're drafting car 58 down the front straight when he loses his rear end under braking. Exploding from your blind spot, car 64 pitches violently, reducing your crumble zone to an accordion and sending you in a screaming powerslide to an up close and personal with 5 tons of immovable concrete. Welcome to Driver's Ed – Daytona style, where unrivaled fast twitch response, searing frame rates and 3D polygon graphics leave you soaked in the ultimate adrenaline rush. Juiced with 4-wheel drifts, powerslides, drafting and end over ends, it'll suck you in, red line your heart and spit you out at 200 mph. It's Daytona USA specially enhanced for Windows® 95 and it's only from Sega Entertainment. Everything else is just sucking exhaust.







SEGA® Entertainment Games PCs Play

DAYTONA USA™

SEGA SPORTS™

http://www.sega.com/segapc/

(888) SEGA-SALES

Sega is registered in the U.S. Patent of Trademark Office. Sega Entertainment and Sega Sports are trademarks of SEGA. Daytona USA is a registered trademark of International Speedway Corporation and is used under license from Daytona Properties. Windows® 95 is a trademark of Microsoft Corporation. ©1996 SEGA, P.O. Box 8097, Redwood City, CA 94063. All rights reserved.

names or numbers, so it can get mighty confusing when the ball is snapped.

Graphically, MNF is appealing, but breaks no new ground. The player animations are decent, but certainly not eye-popping by today's standards. Although MNF's action can be followed from a mere eight angles, at least the default view was well chosen. From a position behind the passer, it allows full-field vision for effective arcade quarterbacking, since you're able to see your receivers as well as the defensive secondary and pass rush.



GET A CAMERA ON HIM! MNF's main interface screen is a simulated TV production truck, with a bank of TV screens from which you direct your action.

RUMBLIN', BUMBLIN', STUMBLIN'

While the pigskin action in MNF is entertaining, it stumbles in several key areas. The first is interior line play. It's virtually impossible to establish a running game between the tackles. The offensive and defensive lines seem to entangle each other, and nothing gets through. In MNF, if your running game isn't going to the outside, it just isn't going. Sacks seem affected by the traffic jam, too, occurring mostly when the QB leaves the pocket. Passers who hang in there usually have plenty of time to throw. In one game a computer-controlled Neil O'Donnell lingered in the pocket for 20 full seconds without being flushed. In arcade action, I've held my QB's ground even longer.

Pro football purists, however, will be most disappointed by MNF's weak computer opponent. I discovered early on that the key is to find a good play and stick to it. Frustrated by my inability to establish a running game, I started throwing short to my backs, à la the West Coast Offense. Using the play caller, I designed a halfback swing pass to the left flat, and found that I could run it all day since the defense failed to adjust.

Coaching the hapless Jets, I shamelessly abused this play, trouncing the world champion Cowboys 41-12. Along the way, journeyman HB Adrian Murrell hauled in 18 balls en route to Player of the Week honors. As an experiment, in a later game I used this play exclusively on one series, marching to a score on seven straight completions. The computer opponent never caught on. In that game my backs ended up catching a combined 40 passes before the final gun. West Coast Offense indeed!

MNF's situational AI doesn't always add up, either. In the waning moments of one game, my computer opponent, down by three, decided to try a 75-yard field goal rather than go for a 4th and 5 with 51 seconds left. In another contest, the computer-led Cowboys twice called fullback sweeps with Darryl Johnston lugging the ball on 3rd and 12. Both of Moose's runs resulted in big losses, as more inviting targets like Michael Irvin, Jay Novacek and Emmitt Smith stood idly downfield.

Stat freaks will definitely find that MNF is not their cup of Gatorade. Perhaps because the running game is somewhat inhibited, computer-controlled teams in MNF really air the ball out, generating numbers that are completely unrealistic. In two seasonal replays, NFL all-time passing records were shattered by over a dozen QBs. Warren Moon threw 72 TD passes in one simmed season, exceeding Dan Marino's NFL record by 24. More alarming, Eric Kramer tossed 13 TD passes in a single game, a 97-20 Bears win. High scores were standard, although usually in the 30- to 40-point range.

FIRST AND GOAL

What's the bottom line on MNF? Despite some significant problems, I recommend it. While MNF doesn't succeed as a one-player game due to its brain-damaged AI, its brilliant interface and exciting connectivity options should make it the game of choice for head-to-head play. As much a look-and-feel game as a simulation, it truly captures the essence of *Monday Night Football*.

Internet Action

MNF has carved out an impressive niche for itself with its options for head-to-head play. Using Windows 95's dial-up networking, it's a snap to connect to fellow football fanatics via the Internet. This is an especially attractive option since it doesn't require the expense of using a multiplayer gaming service. Both coaches simply log onto to their respective Internet service providers. One plays host while the other connects to the first's IP address.

The game functions quite smoothly in Net play, providing that unbeatable rush that comes from matching Xs and Os in real time with a live opponent. With head-to-head gaming all the rage, MNF's stable platform could go all the way with Net-savvy coaches. MNF also offers modem and LAN play for those who prefer their action in those flavors.

APPEAL: Gamers who want to put their football savvy to the test against live opposition using real NFL teams, authentic playbooks, and an easy yet sophisticated interface.

PROS: Easy Internet play options, superb play-calling interface, effective recreation of the *Monday Night Football* experience.

CONS: Poor AI on both offense and defense, wildly inflated passing game, no league management tools, no visual identification of players.

CG RATED

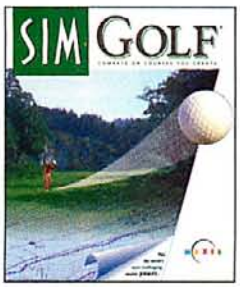




TIRED OF THE SAME OLD LINKS?



CHANGE COURSE.



THEN CHANGE IT AGAIN. AND AGAIN. SimGolf™—with the new Course Architect™—gives you the power to create endless courses, as heartbreaking or handicap-friendly as you like. Go ahead, dig yourself new fairways, bunkers and lakes. Choose from hundreds of objects to make one-of-a-kind courses. (Think Sahara-size sandtraps. And watery golf ball graves.) Video tips from legendary course architect Robert Trent Jones, Jr. help you turn your blueprints into greens. You can even play —or customize—two Jones masterpieces, Rancho La Quinta™ and The Prince Course. Then tee off on your new links. Or round up a foursome to play your custom course on the Internet. SimGolf. It's the ultimate 18 holes (some assembly required).

SIMGOLF. COMPETE ON COURSES YOU CREATE.



Use the powerful Course Architect to customize courses. Make them flat or hilly, place holes and hazards, and it's tee time.

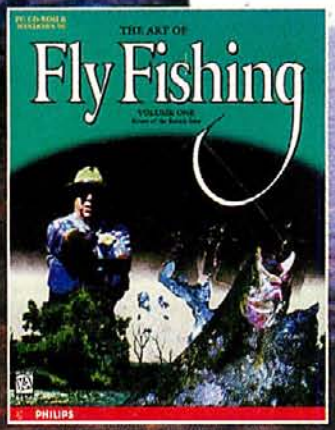


Once you've designed your ideal course, tee off for high-stakes skins, stroke or match play.

MAXIS

Available for Windows 95. ©1996 Maxis, Inc. All rights reserved. SimGolf and Course Architect are trademarks and Maxis is a registered trademark of Maxis, Inc. Rancho La Quinta is a trademark of T.D. Desert Development Limited Partnership. All other trademarks or registered trademarks are the properties of their respective owners. For product or ordering information, contact your local retailer or call **800-33-MAXIS**. Visit the Maxis Web site at **http://www.maxis.com**.

Kicks Bass.





The realistic sights, sounds, psychology and art of fly fishing come to life on CD-ROM, in this challenging multi-level skill game.

PC-CD ROM

WINDOWS® 95

Tired of catching bass? Ready for a challenging fishing sim? Welcome to the relaxing and challenging world of fly fishing on your PC. *The Art of Fly Fishing Volume I* recreates this skillful sport using live videotaped footage. Fish three of the United Kingdom's finest trout and salmon rivers: the Blackwater, Spey and Test. With the soothing sounds of nature and the intricacies of choosing the right equipment and flies, this fishing simulation puts you right in the water.

The Art of Fly Fishing is not just a fun fishing simulation; it also contains an extensive library of information to help you learn more about the fish, their habitat and their behavior. Choose your fishing spot based on conditions including time of day, season, temperature and water currents. Once you've chosen the right conditions, a variety of flies and rods will help you land the fish of your dreams, provided your casting skill is up to par. After you've practiced, invite up to 5 friends to enter into a fishing competition where the winner receives a cash prize and the opportunity to upgrade his equipment. *The Art of Fly Fishing*; the only fly fishing simulation for your PC.

To order, see your local retailer or call 1-800-340-7888

KIDS TO ADULTS
CONTENT RATED BY ESRB

PHILIPS

©1996 Arc Development. Published by Gametek, Inc. Distributed by Philips Media. All rights reserved

Sabre Rattling

Upstart Eagle Interactive Flies Into The Early Jet Age



It's hard to imagine an air combat arena more exciting than Korea. You not only had the best propeller-driven aircraft ever built—including the Corsair, Mustang, Yak-9, and Skyraider—but also early jets such as the Sabre, MiG-15, and Thunderjet. The Korean air war preceded the onset of missile combat, and was the last hoorah for the pure gunfighters—pilots who relied on energy management and tactics far more than on high-tech hardware.

Yet the Korean air war has been largely ignored by developers. Flying in to fill this gap is upstart developer Eagle Interactive, whose SABRE ACE is set to usher in Korean simulations in style. Although SABRE ACE is Eagle's first product, the team members producing the sim aren't rookies.

Captaining the Eagle team is Dave Kinney, who comes to the world of PC simulations with a rather unique set of qualifications. During his stint in the Marines, Kinney was able to log backseat time in a number of Marine jets, including the TA-4 Skyhawk, T-2 Buckeye, and F-4 Phantom II. After helping design ATF and B-2 Spirit simulators for the aerospace industry, Kinney co-founded Fightertown, devoted to creating simulations for the general public. Fightertown features full-cockpit jet simulators (some rebuilt from actual military simulators or the forward fuselage/cockpits of decommissioned fighters), huge high-res graphics screens, and a networked combat environment that can be tuned for beginners or hard-core jet fighter fanatics.



SHOOTING STARS These diving F-80s are not from a video sequence—that's what the sim engine looks like on a good 3D board.

Last year, Kinney left Fightertown to form Eagle Interactive. Although Fightertown has been very successful in introducing kids from 8 to 80 to the worlds of air combat, formation flying, and carrier landings, its reach is limited to those who can visit its Lake Forest, California, location. Kinney wanted to create a simulator experience with a wider reach. Thus was born Eagle Interactive and SABRE ACE.

> "You can't ask for a more exciting combat arena—the ultimate prop fighters against seat-of-the-pants jets."

CG SNEAK PREVIEW
GAME STILL IN DEVELOPMENT

SABRE DANCE

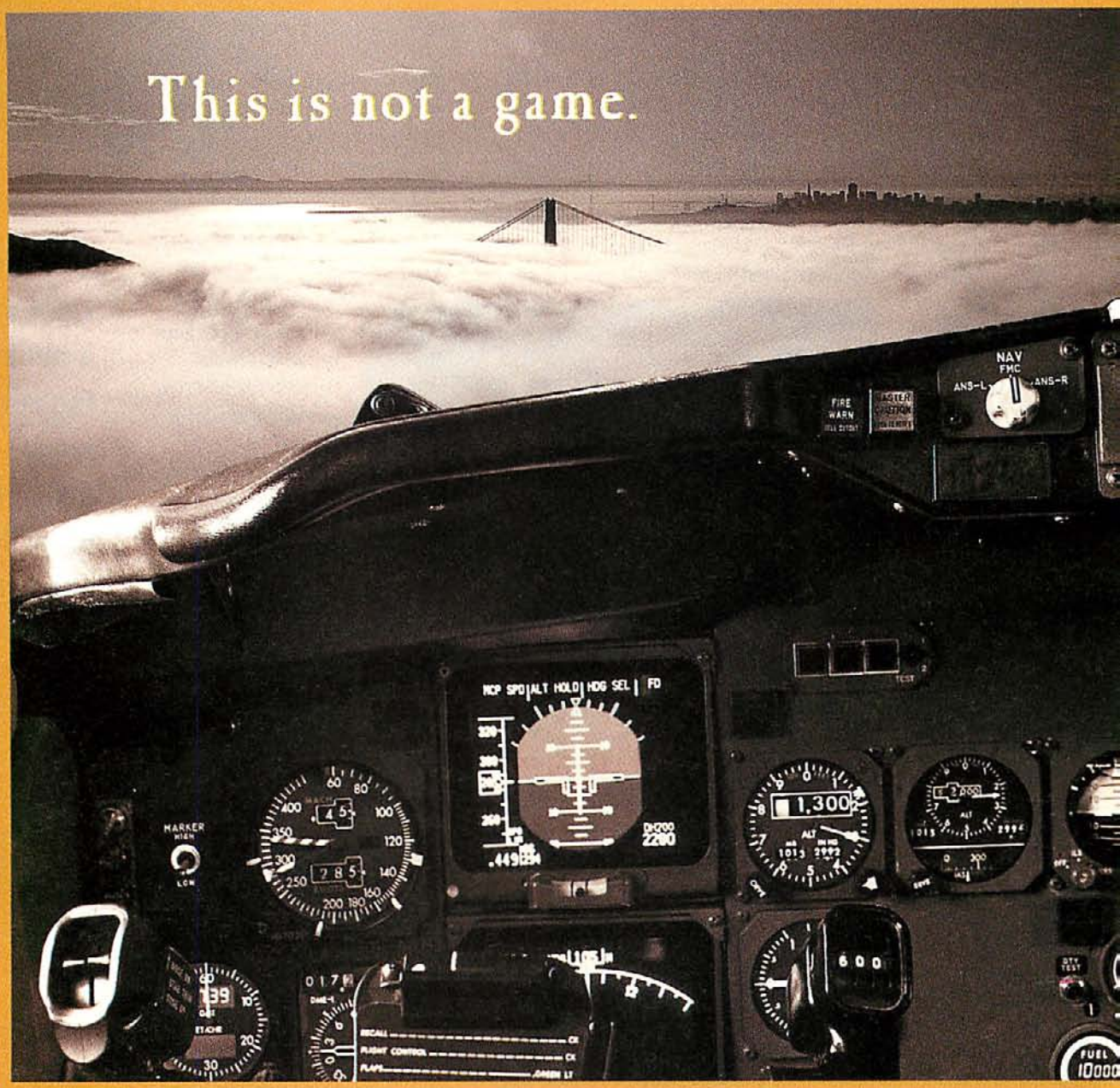
Despite the name, SABRE ACE is more than just an F-86 Sabre simulator. This Korean War sim lets you fly on either side of the conflict. American pilots will start the campaign in the cockpits of F-51D Mustangs and transition to the F-86. If you choose to fly on the side of the North Koreans, you'll start the war in a prop-driven Yak-9 and move up to the jet-powered MiG-15.

You'll find more than 26 aircraft types sharing the Korean skies, including the AD-4 Skyraider, F9F Panther, B-26 Invader, F-94 Starfire, RB-45 Tornado, F3D-2 Skynight, and IL-10 Sturmovik. Although SABRE ACE is a historical aircraft buff's dream, Kinney is quick to point out that this simulator is not about the planes

ON THE RADAR

▸*CGW* greasemonkeys have learned that Papyrus is working on a historical simulation based on mid-60s Grand Prix Racing. Papyrus producer Matt Sentell promises that the sim will include such storied tracks as Germany's Nürburgring. Sentell wouldn't reveal the product's name, but he did say that many licensing issues have been cleared up, and that nearly a dozen programmers are involved.

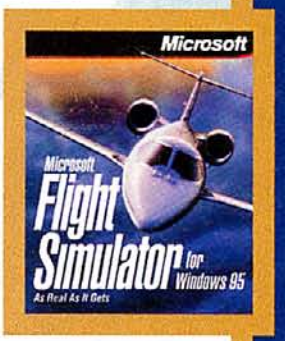
Papyrus Design Group's David Kaemmer has been secretly hunkered down for the past two years completely retooling the company's highly regarded physics model. He reports that the results are "awesome" and "significantly more realistic," with adaptability to any future Papyrus sim. Apparently the new technology still has a way to go and won't debut for at least another year.—*Gordon Goble*



© 1996 Microsoft Corporation. All rights reserved. Microsoft and Windows are registered trademarks and *Where do you want to go today?* is a trademark of Microsoft Corporation. BF Goodrich is a registered trademark of the B.F. Goodrich Company.



Is it a game when your stomach lurches in the course of performing a Cuban eight? Is it a game when beads of sweat appear on your forehead while flying under London's Tower Bridge to digitally sampled sound? No. This is not a game. This is Microsoft® Flight Simulator for Windows® 95, the latest upgrade to the most realistic PC flight simulation available anywhere.



Experienced sim pilots will relish logging time in their new Boeing 737-400 and aerobatic Extra 300S, extending the range of experience beyond the four planes already in the fleet. A heightened level of realistic flight dynamics has been achieved, as verified by Flight Safety International, the world's leading pilot training organization.



Buzz Las Vegas by night and Martha's Vineyard at dawn with a degree of photo-realism that only satellite imaging makes possible. Soar over New York, Paris, Tokyo and other cities with more detailed 3D rendering. Improved performance delivers smoother out-the-window views and more immediate response to cockpit controls.

Challenges have been added to test your skills under daunting weather conditions, over new terrain, in varied aircraft. Fly in the face of Mother Nature as you shoot an instrument approach into the fog. Climb over the Alps through rapidly shifting winds, turbulence and changing visibility. Blow the skirts up on the Statue of Liberty.

To find out even more about Microsoft Flight Simulator for Windows 95, visit our Web site at www.microsoft.com/games/fltsim/

Microsoft

Where do you want to go today?™



Expansion Pack with southern California scenery, challenges and adventures available soon.

Force FX

The new force feedback joystick from CH Products.

You've never felt anything like it. The new Force FX Joystick jolts gameplay into the thrill zone. Feel the true-to-life vibration of revving engines and rough roads. Brace yourself for air turbulence or engine stall buffeting, and hang tough against the vector force in a tight turn. Now, fire off a round and feel it kick back. The Force FX puts the yeehaaahh into flight simulations, driving, space combat and just about any other game. Your palms will sweat. Your knuckles will turn white. You'll swear it's alive.

Think you can handle it?

Check us out on the Web:
http://www.chproducts.com/



FIGHTER PILOTS USA

Experience the adrenaline rush of REAL air combat!
Enter the "When failure is not an option"
TOP GUN SWEEPSTAKES Call 1.800.56.TOPGUN

CH PRODUCTS

CH PRODUCTS
970 Park Center Drive Vista, CA 92083
Phone 619 598 2518 • Fax 619 598 2524
America OnLine: Keyword: CH Products
CompuServe: Go GAMEDPUB

Circle Reader Service #60



INTO THE SUNSET Although not complete in this preliminary rendering, the instrument dials jitter realistically; SABRE ACE has the best panels this side of FIGHTER DUEL.

reach the top ranks. Also, you're not some SILENT THUNDER–style mercenary here; wingman and section tactics are of the utmost importance.

Helping to build the "you are there" feeling is an environment that strives for historical authenticity. Along with accurate terrain that's so detailed that you can use real charts to navigate to your target, you'll also find authentic squadron marking for all the aircraft. If you encounter a group of F-82 Twin Mustangs in the air, their paint jobs will reflect those of an actual F-82 squadron operating in that area in that time period.

The same authenticity will apply to enemy aircraft you encounter. The fantastic kill-to-loss ratio that American Sabre pilots enjoyed was a result of superior USAF pilot training and tactics, as the MiG-15 was actually superior to the Sabre in many performance regimes. Chinese, North Korean, and Russian MiG-15 pilots will all fly using tactics appropriate to their various levels of training. There are four levels of enemy AI, ranging from "new guys" who may try to escape without even trying to join the fight, to top aces. If you see a brown-camouflaged MiG-15 in the

ıt about the pilots who flew them.

This philosophy will be reflected in most every aspect of the simulation, om your pilot's career to the actions of e aircraft around you. Your computer ppleganger will gain rank as he gains perience. This isn't unusual in PC sims; e difference here is that you'll gain real sponsibility with that rank. You'll start out ing as a wingman (doing what you're ld), then work your way up to section ader (commanding your own wingman), entually ending up as flight leader ommanding the entire flight). On the nerican side, once you reach a certain vel of experience you'll be able to oose nose art for your Sabre. Your sponsibilities will reflect those of actual lots—you won't be stuck running the tire war single-handedly when you

Expert Advice



Rear Admiral Paul T. Gillcrist

▸Eagle's primary goal with SABRE ACE is to create a convincing atmosphere of what it was like to be a fighter pilot in Korea. To that end, they've hired Rear Admiral Paul T. Gillcrist (USN, Ret.) as an advisor. Gillcrist is providing input on human and strategic elements of the game, formations and tactics used by pilots of the era, and so on. Having served as an instructor at FAGU (the predecessor of TOPGUN), a test pilot, and a combat pilot over Vietnam, Gillcrist brings 30 years of experience to Eagle's team.

▸Gillcrist has written a number of superb books, and if your interest stretches past sims into aviation history, they're a must-buy. Titles include "Feet Wet" (Pocket) and "Vulture's Row" (Schiffer), both detailing the carrier pilot experience; as well as "Crusader: Last of the Gunfighters" and "Tomcat" (both from Schiffer), focusing on pilots of the F-8 and F-14 respectively.



Circle Reader Service #243

Get Civilized...

...Again and Again.

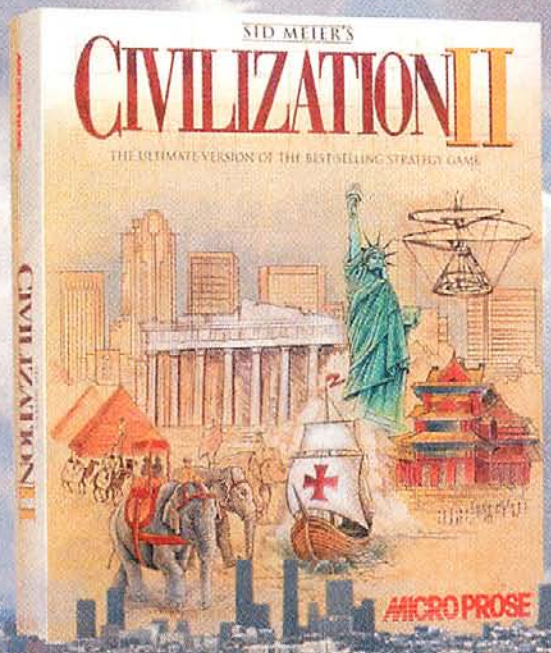
The critics are raving about CIVILIZATION II:

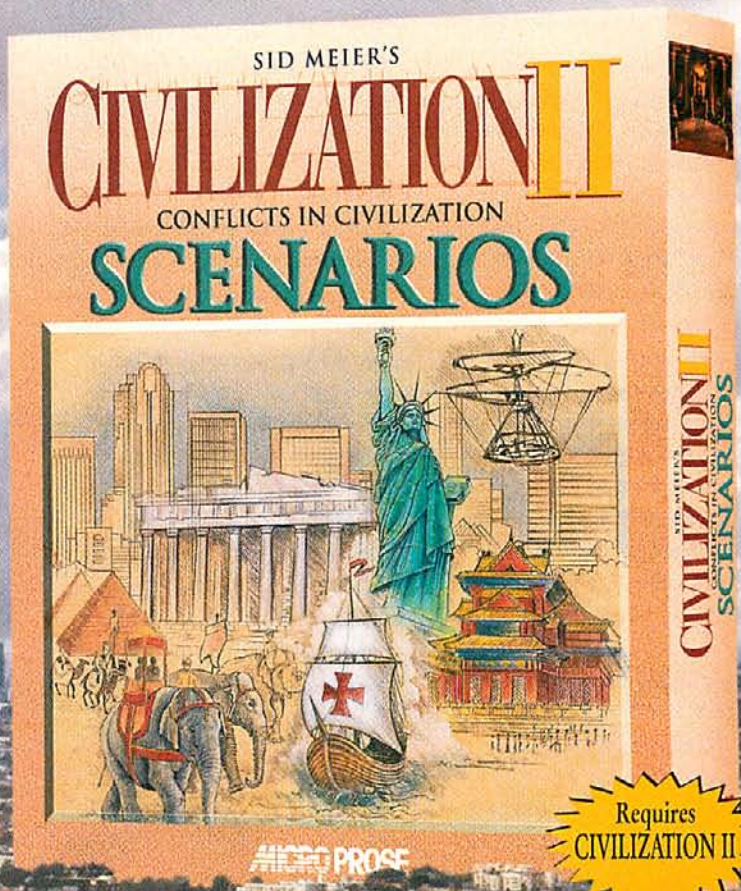
"Simply the best!"
- STRATEGY PLUS -

"Civilization II is a must have!"
- PC GAMES -

"★★★★★"
- COMPUTER GAMING WORLD -

Winner—Editor's Choice Award
- PC GAMER -





Requires CIVILIZATION II





With 20 new challenges from the Crusades to the Civil War, from Alexander the Great to an all-out alien invasion, *Sid Meier's Civilization II Scenarios* delivers more worlds to conquer and more long nights! Jump right in at whatever point in time you choose!

Visit your local retailer or call 24 hours: 1-800-695-GAME (U.S. and Canada). Available for Windows CD-ROM.

©1996 MicroProse Software, Inc. All Rights Reserved. Sid Meier's Civilization and MicroProse are registered trademarks of MicroProse Software, Inc. All other trademarks are the property of their respective holders.

MICROPROSE
www.microprose.com

Circle Reader Service #192

combat arena, it's being flown by a top-notch Russian pilot, so you'd probably better bug out unless you have a position/energy advantage.

Luckily, you'll have some help learning to survive in this environment. SABRE ACE is supposed to include the most sophisticated flight- and combat-training module yet seen in a flight sim. On training missions, you'll be accompanied by a back-seat instructor (you'll see him in the check-six view) who will talk you through various maneuvers, similar to the instructors in FLIGHT UNLIMITED and AH-64D LONGBOW. He won't be reciting a canned script, either. After takeoff, he'll tell you to raise flaps. If you don't do it, he'll follow by telling you which switch (or key, in this case) to use. If you still don't do it, he'll raise them himself and move you onto the next task. Screw up like this in advanced training and you'll hear an exasperated "how'd you get past Primary, anyway?"

On the American side, you'll start piston-engine training in a T-6 Texan and move up eventually to the jet-powered T-33 Shooting Star. Russian pilots will start in the Yak-18 and graduate to the two-seat MiG-15UTI. Training will encompass topics ranging from basic flight through rendezvousing with friends and enemies alike, and of course combat tactics.



GROUND CLUTTER While the landscape looks spectacular from altitude, things get blocky near the ground when you're away from target areas.

Most sims cop out on the formation aspect of air combat by making you flight leader, so the rest of the aircraft in your group follow you. Here, you'll start as a wingman, and it will be your responsibility to stick by your leader. Luckily, along with comprehensive training, SABRE ACE also features Formation Augmentation. This feature is a sort of simple autopilot that can be adjusted to do everything from keeping you from sliding out of formation to practically locking you onto your lead's wing. After flying the alpha version of SABRE ACE with Form Augmentation active, I'm convinced that this will be a much-copied feature, eventually becoming standard on almost all sims.

An enhanced Automatic Direction Finder (ADF)/Ground Controlled Intercept (GCI) dial is the only fictional addition to the otherwise authentic instrument panels. Korean War pilots were given GCI information over the radio to a degree not feasible to implement in a current-generation sim, so the ADF/GCI dial

TOP FORM

One bit of training you'll need to pay particular attention to is formation flying.

CG TIPS!



Atomic Moths battle it out with Quetzalcoatluses over the Baltics.

▶ EA has slipped another surprise "aircraft" into the latest USNF sequel, Jane's NATO Fighters. Along with the Atomic Moth introduced in Marine Fighters, NATO includes the Quetzalcoatluses, pterodactyl-like creatures. Smaller and more maneuverable than Atomic Moths, these creatures are armed with four boulders for air-to-ground work, and deadly vomit for air-to-air encounters.

▶ To access the Quetzalcoatluses, hold down the right Ctrl, Alt, and Shift keys and click Quick Mission. Continuing to hold these keys until the mission starts, click on the aircraft type until Quetzalcoatluses appears. Choose your opponents, then click Okay. Once the mission starts, release the keyboard and let the vomit loose!



Circle Reader Service #243



Circle Reader Service #250



YAKITY YAK-9 You'll start Russian careers in the vintage Yak-9 before graduating to the MiG-15.

is used for navigation to targets or to rejoin your group. It's a small compromise that adds much to the sim's accessibility.

SABRE ACE also has a kneeboard view that lets you check navigation maps and other information typically found in a pilot's strike notes.

MISSION ORDERS

After completing the 25 training missions, you'll be able to fly 45 active duty missions, from either side of the battle. In addition to the ubiquitous Instant Action mode (in this case, F-51Ds vs. IL-10s), there's also a Custom Combat selection that lets you pit various combinations of aircraft against each other. For a real challenge, take a flight of four Yak-9s up against eight B-29s escorted by four ace F-80s. If you just want to practice deflection shooting on easy targets, take a MiG-15 up against a group of T-6 trainers.

Given Eagle's experience with actual military sims, expect top-quality flight models in the final product. The Yak-9 I flew when I visited Eagle's offices displayed believable turn rates, appropriate energy bleed in turns, and good handling in the landing pattern. Fuel loads and external stores realistically degrade performance. Unfortunately, rather than model damage to discrete systems (such as loss of a chunk of your horizontal stabilizer) and degrading performance accordingly, it appears the sim will simply use a damage-percentage model.

The flight model will include realistic handling of ditching, as many Korean-era pilots preferred to ride their damaged mounts to the ground rather than hang in a parachute as a slow target for small-arms fire. If you do choose to eject, you can steer your parachute. If you're close to friendly lines when you bail, you might be able to fly your chute to safe territory and avoid becoming a POW.

NEXT GENERATION ENGINE

Because Eagle is entering the flight sim market late in the game, the company isn't saddled with a library of old code. This has its ups and downs—while SABRE ACE will utilize the latest Win 95 3D graphics technology, the need to build everything from the ground up means we won't see multiplayer capability in the initial release.

The graphics are nothing short of spectacular, taking full advantage of Direct 3D to provide beautiful texture-mapped aircraft and ground targets that look like the ones you're used to seeing in pre-rendered opening animations. On systems with 2D graphics cards, the sim looks good, but it truly shines on a card equipped with a Rendition Verite or 3Dfx Voodoo chipset.



CHECK TEN Outside and padlock views will be in fixed increments, as Eagle feels virtual cockpit panning is too slow.

In keeping with the pilot-centric design of the sim, you'll be able to carry your experienced SABRE ACE pilot over to Eagle's next effort, the Vietnam-based PHANTOM ACE. Although Kinney was mum about the third sim already in the planning stages, EAGLE ACE seems a likely candidate.

SABRE ACE will fill a gaping hole in the historical simulation market, and it looks ready to do it with finesse. There are a few things missing—it appears the planned Navy missions evident in the alpha interface will be dropped due to time restrictions, as will multiplayer capability in the initial product—but hopefully these will show up in an expansion disc. CG



Circle Reader Service #243

Hell On High-Tech Wheels

A Game To Make M1 TANK PLATOON Fans Enlist For A New Tour

by Patrick C. Miller

SNEAK PREVIEW
GAME STILL IN DEVELOPMENT

One reason Germany's *blitzkrieg* tactics were so effective in early World War II was the Wehrmacht's deployment of tanks equipped with three-man turrets, when most allied tanks relied on two-man turrets. Free of gunnery duties, German tank commanders could coordinate their maneuvers better, spot threats sooner and exploit opportunities more quickly than their counterparts.

Today, the U.S. Army's latest version of the M1 Abrams main battle tank, the M1A2, uses advanced technology and digital electronics to give American tank commanders a similar decisive edge in combat. An M1A2 commander has an unprecedented amount of information at his fingertips and an unmatched ability to locate, target and destroy his enemies. Interactive Magic's iM1A2 ABRAMS simulation not only accurately portrays those capabilities but also significantly improves upon MicroProse's highly acclaimed M1 TANK PLATOON, released in 1989.



ANYONE HOME? M1A2's detailed graphics provide stunning views of vehicles and the surrounding terrain. Yes, those are chickens in the farmyard.



DESIGNATED HITTER The independent thermal viewer enables the commander to designate targets for the gunner. The multifunction display records the relative positions of friendly and enemy units.

SPIRITUAL SEQUEL

Former MicroProse cohorts Bill Stealy (now chairman of Interactive Magic) and Arnold Hendrick (the original designer of M1) have teamed up again to develop a tank simulation that's an evolutionary sequel, rather than a revolutionary advancement of the genre. Those who long for a more up-to-date version of M1's outstanding gameplay probably won't be disappointed. There are many similarities between M1 and iM1A2. At the same time, the sim's new 3D engine—developed by Charybdis Enterprises—is a major improvement over M1's "pool table" terrain and its boxy, bright red and green vehicles.

Hendrick says iM1A2 will feature terrain maps from real-world locations in Bosnia, the Ukraine and the Persian Gulf, developed with the aid of satellite imagery. The undulating terrain provides the feel of riding in a tank, and also offers more realistic cover and concealment. The SVGA graphics lend an impressive amount of detail to the vehicles and their surrounding environment. Running under Win 95, Hendrick says iM1A2 will be playable on 486-66 with 8 MB of RAM, although at VGA resolution only. A Pentium with 16 MB will be required for SVGA resolution.

When I took iM1A2 for a test drive, I quickly learned the value of the tank's high-tech features. In the original M1 simulation there was little to do while buttoned up in the tank commander's position. You spent most of your time either with your head sticking out of the turret, at the gunner's station, or at the display map issuing orders. But now, with the Commander's Independent Thermal Viewer (CITV) and the Multi-Function Display (MFD), you can darn near run

▶▶▶Continued on pg 374

"WHAT WE SAW

STUNNED

EVEN US

JADED

EDITORIAL TYPES"– PC GAMES*

TIMELAPSE*, TITANIC AND NCAA CHAMPIONSHIP BASKETBALL.
YOU'VE NEVER SEEN ANYTHING LIKE THEM, UNTIL NOW.

Circle Reader Service #375

JOURNEY TO ANCIENT CIVILIZATIONS,
DISCOVER AN ALIEN RACE AND SHATTER
THE THEORIES OF MODERN SCIENCE.



© 1996 GTE Entertainment. All rights reserved. The GTE logo is a trademark of GTE Corporation. Timelapse and GTE Entertainment are trademarks of GTE Vantage Inc. All other trademarks and trade names are the properties of their respective holders. For more information call 1-800-GTE-TODAY.

CD-ROM

KIDS TO ADULTS
AGES 6+

Designed for Microsoft Windows 95

Authored for Power Macintosh





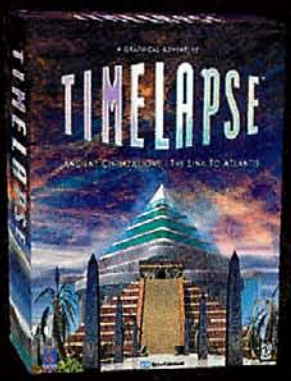
Journey through five SGI-rendered, faithfully recreated 3D environments and unravel the secrets of Easter Island, Egypt, Atlantis and the Mayan and Anasazi worlds.



Embark on a compelling, puzzle-solving adventure with stunning full-screen, photo-realistic, ray traced graphics as you travel through time and space.



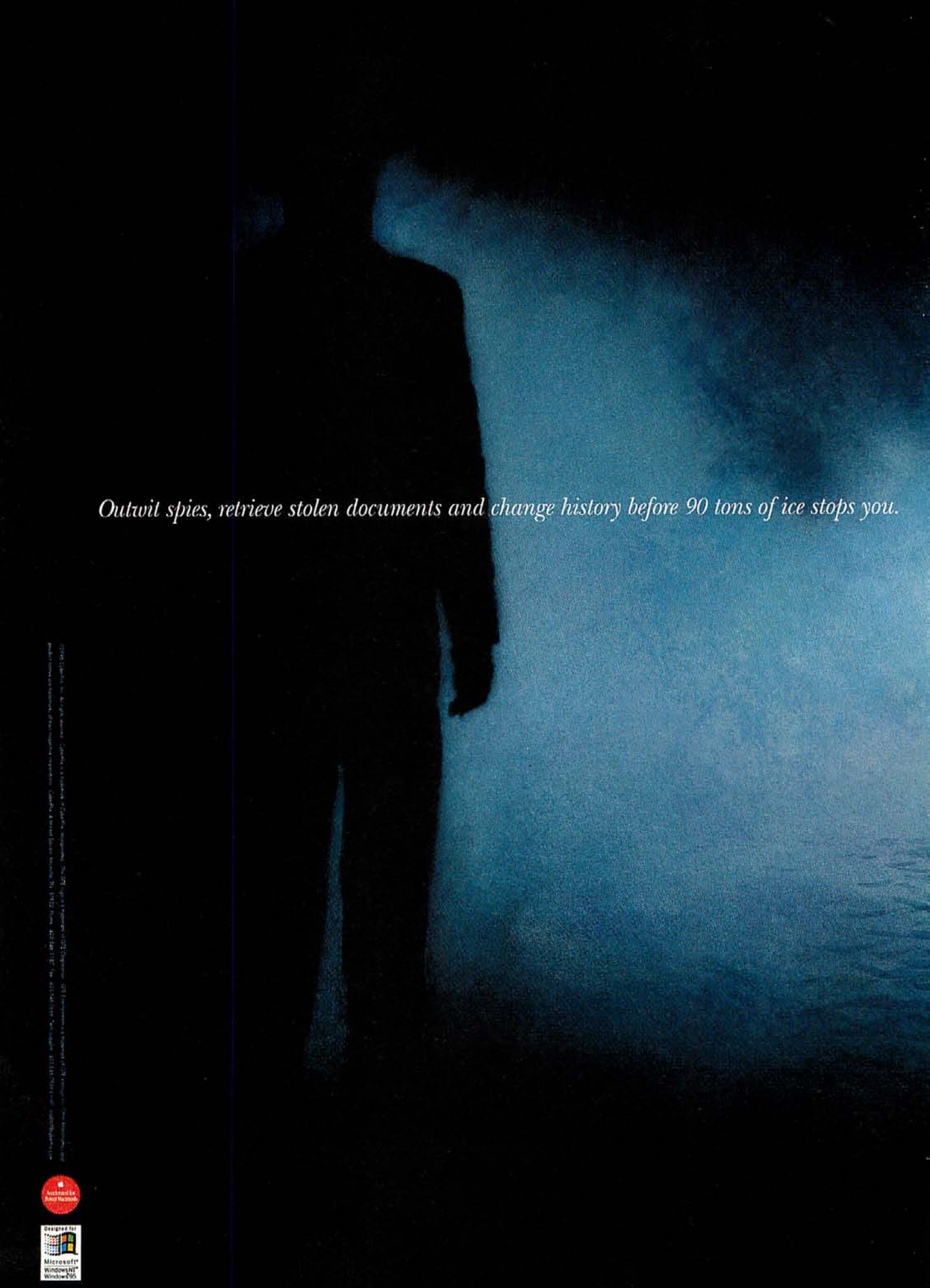
Enjoy over 40 hours of challenging gameplay with multiple endings as you attempt to reach your ultimate destination...Atlantis.



A Graphical Adventure

Free demo disk
www.im.gte.com

GTE Entertainment


Outwit spies, retrieve stolen documents and change history before 90 tons of ice stops you.



It's the Titanic's fateful night and you play a British agent – the key figure entangled in a race against time to change the course of 20th century history.

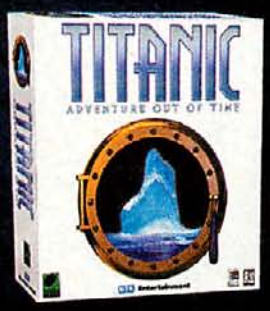


Advanced 360° movement puts you on board an historically accurate SGI rendition of the Titanic as you search for clues and secret documents in fully explorable 3D environments.



A story of intrigue and disaster unfolds as you interact with over 25 fully animated characters who remember your responses and act accordingly as you criss-cross their paths.





A Graphical Adventure

Free Demo Disk www.im.gte.com

GTE Entertainment

CYBERFLIX

Circle Reader Service #240



Advanced artificial intelligence lets you grow players from freshman to senior year.



Network and modem options let you challenge your friends for season or tournament play.



Extensive recruiting feature let's you rebuild your team after each season of play.

IPX Network

Modem-to-Modem

4,500 Frames of Player Animation

Advanced A.I.

On Court Swivel Cam

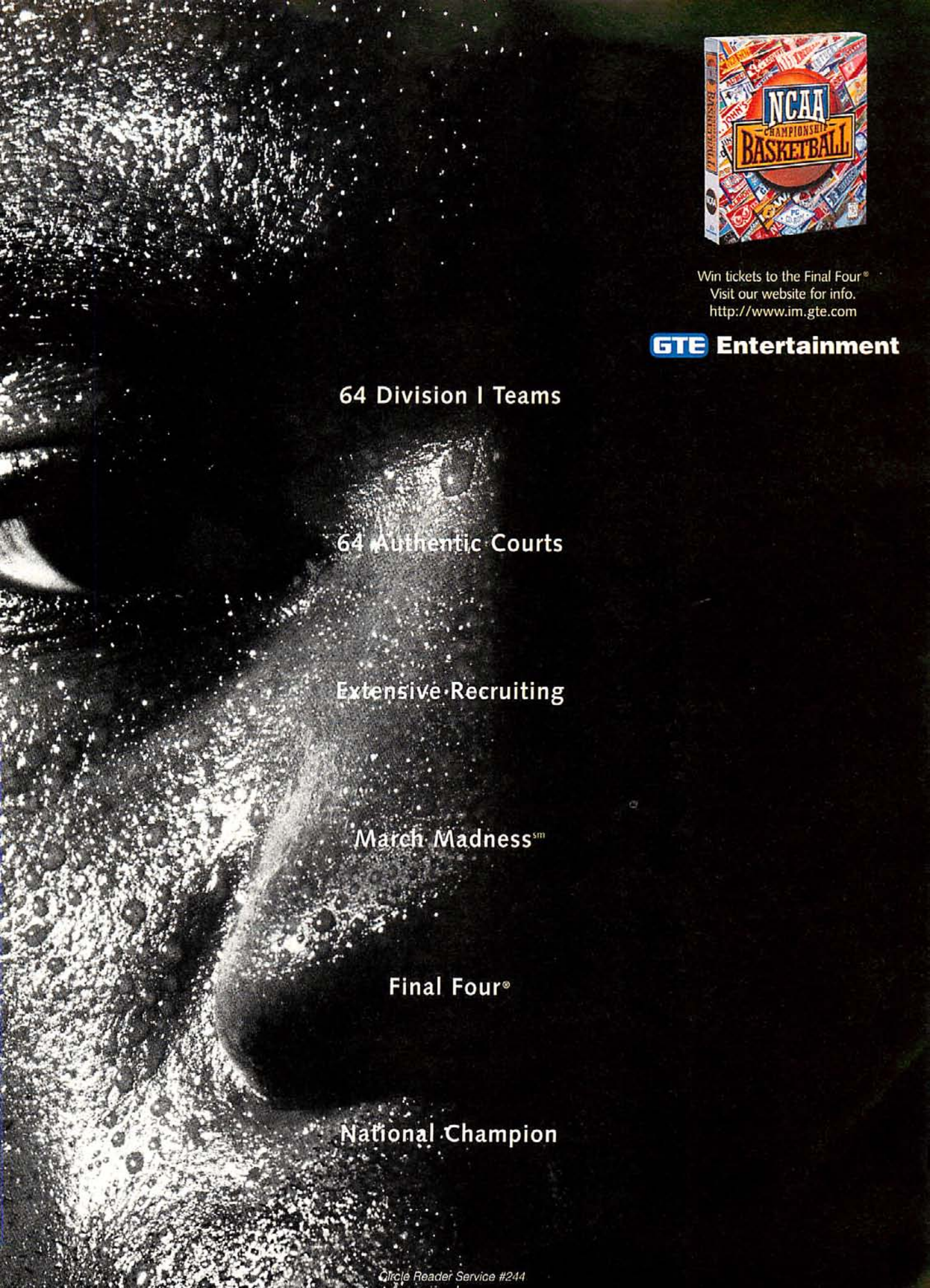
3D SGI Graphics

1996 EA Sports Inc. All rights reserved. The EA SPORTS logo is a trademark of EA SPORTS. Software by EA SPORTS. All other trademarks belong to their respective owners.

K-A

PC CD-ROM

NCAA



Circle Reader Service #244

»»Continued from pg 366

the whole show from this station without ever opening the hatch. Indeed, one of the criticisms of the real M1A2 is that some commanders no longer feel the need to stick their heads outside the turret to see what's going on.

HUNTER-KILLER TACTICS

Leading a platoon of four M1A2s, I set out to hunt down a T-72 platoon hidden in a Bosnian valley. A glance at the MFD told me that just over the next rise, less than 500 meters away, the Serbian tanks were waiting in ambush. After issuing commands to maneuver around their flank, I ordered the driver to reduce speed and switched to another screen on the MFD to make certain that my gunner had a sabot round loaded. The tank slowed noticeably when it began to climb the rise. As it neared the crest, I used the CITV to scan the tank's frontal arc.

All of a sudden I could see the three enemy tanks. I had come up on their left rear flank, just as I'd planned. I quickly centered the crosshairs of the CITV on the nearest T-72 and squeezed the joystick trigger. "Roger that," the gunner said as the 120mm gun slewed toward the target I'd designated. In an instant, the gun boomed and I heard "On the way!" The T-72 exploded in flames, its turret cartwheeling through the air. With a click of the mouse, I took over the gunner's duties to finish off the other tanks. Why let the AI have all the fun?

Thanks to two new rounds for its German-designed Rheinmetall gun, the M1A2 has a couple of new tricks up its tube. The MPAT round is equipped with a proximity fuse that provides antiaircraft capability. A switch at the gunner's station puts the tank's laser range finder in air mode to engage helicopters. There's also the STAFF round, which is equipped with a special sensor. When fired over an enemy vehicle, the sensor automatically detonates a warhead that attacks from the top, against the vehicle's thinnest armor. This round is even effective against armored vehicles in full defilade positions.



QUICK ENGAGEMENT Looking down the gun tube of a T-72 from point-blank range can ruin your day unless you get off the first shot.

COLD WAR, PART 2

You'll need all the capability the M1A2 can deliver, because the armored opponents are tougher and better equipped than those in MicroProse's M1. The game's premise is that a nationalist government has taken control of Russia. It wants to return the Ukraine to the former Soviet fold, and has provided its Iranian and Bosnian allies with some of Russia's newer armor designs, including up-armored T-80s. You'll also face the T-90, the new BMP-3 infantry fighting vehicle, and the T-95—a futuristic tank equipped with an unmanned, automated turret. The Russians and their allies will have plenty of artillery plus close air support from Hind gunships and Su-25 Frogfoot aircraft.

Although the M1A2 sports highly effective armor, the Russians have antitank guided missiles with tandem warheads designed to pierce the Abrams' armored shell. The supporting cast for the M1A2 hasn't changed much since 1989. M2 and M3 Bradleys, M901 antitank vehicles, AH-64 Apaches, and A-10 Warthogs provide most of the additional firepower. New units include HMMWV scout vehicles, M981 forward observer vehicles and the Stinger-armed antiaircraft HMMWV.

TREADHEAD HEAVEN

Hendrick says MIA2 will feature fewer role-playing elements than M1. Tanks within a platoon will receive a rating based on their experience. Players can't promote or decorate individual crew members as they did in M1, but they will be able to take members of their platoon from one campaign to another. During a campaign, core units attached to the primary M1A2 platoon will receive an overall rating for their performance.

According to Hendrick, the sim will include multiplayer TCP/IP and IPX network capability. Up to eight people will be able to play cooperatively or head-to-head. Direct modem-to-modem connections remain an uncertainty.

During Desert Storm, the M1 made a shambles of the Republican Guard, the best-trained, best-equipped armored force in the Iraqi army. In the world Interactive Magic is creating, the M1A2's foes will be much tougher, and the challenges greater. But for those who have waited years for a worthy successor to M1 TANK PLATOON, that's great news.

The Real M1A2: Updated Abrams

Externally, practically the only difference between the M1A1 of M1 TANK PLATOON and the M1A2 modeled in this simulation is the small, canister-shaped bulge over the tank commander's station on the turret top. This is the Commander's Independent Thermal Viewer (CITV), an optical device that enables the commander to spot and designate targets for the gunner, even at night. Internally, however, the two tanks are quite different.

The analog systems of the M1A1 have been almost totally replaced in the M1A2 by digital electronics. This integrated system provides the tank commander with detailed information on his vehicle's status and supplies him with navigational data, as well as the locations of friendly and enemy units. Stabilization of the gunner's sight has been improved, providing the M1A2 with the ability to effectively track and engage fast-moving ground and air targets with its 120mm main gun and new smart munitions.



COMBAT FLIGHT SIMULATOR

THE BEST IS BACK!





NOVEMBER 1996





JETFIGHTER III

GLOBAL PEACE THROUGH DEADLY FORCE

UNSURPASSED FEATURES

- Fly multiple fighters — the 21st century **F-22N Lightning II** or the deadly **F/A-18 Hornet**.
- New special effects technology: TEXTUREAL™ and 3DNA Sequencing™ (patents pending) — interlinks realistic 3D landscape features to accurately model spectacular and diverse scenery.
- Unlimited views: virtual cockpit featuring 360° 3D viewing — plus missile-cam, padlock view and programmable camera angles.
- Incredibly accurate texture mapping — for intense feeling of flight and sensation of speed.
- Wingmen at your command assist in dogfights against lethal enemy intelligence.
- Still the easiest-to-use flight simulator!



PUBLISHED BY:

MISSION STUDIOS

Interplay
AFFILIATE PARTNERSHIP

For more information:
http://www.missionstudios.com
or call 847-202-3951

Circle Reader Service #364

Back On Track

NASCAR Returns With Fresh Paint And A Rebuilt Engine

by Gordon Goble



INSTRUMENTAL IMPROVEMENTS You'll have to judge your own speed as you round the corners at Sears Point, as the unrealistic speedometer is now optional.

The biggest surprise about NASCAR RACING 2 may be that it's not a milestone racing product, and that's a first for Papyrus. It's not a standard setter like INDIANAPOLIS 500—THE SIMULATION, it doesn't take us to a new height of realism like INDYCAR RACING, and it won't up the screen resolution stakes or offer a new form of competition like the original NASCAR RACING did. What it does do is make a superb racing sim much better, while broadening its appeal.

CG SNEAK PREVIEW GAME STILL IN DEVELOPMENT

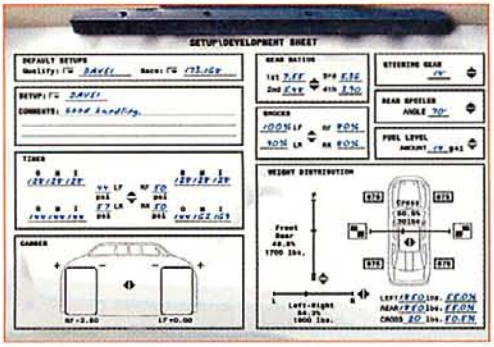
TUNING IT UP

So, what's new and what's not? According to NASCAR 2 producer Adam Levesque, the oh-so-taxing NASCAR RACING car modeling hasn't been appreciably altered, but that seems to fly in the face of my own experience with the alpha test version. In practice, I found the drive tighter, with less "wobble" through the turns—a subtle difference noticeable only on the cruel corners of a road course like Watkins Glen.

CG-ROM

Test drive NASCAR RACING 2 with the demo on this issue's **CG-ROM.**

Papyrus has rebuilt portions of several tracks for NASCAR 2 (there's 16 in all this time around—licensing issues preclude Indy and Daytona), and Levesque was quick to admit the reconstructed Watkins Glen track might have something to do with that seemingly improved feel.



TUNE-UP TIME The integrated car setup screen makes tuning easier, and due to NASCAR regulations you won't have to worry about tweaking stagger and the front air dam anymore.

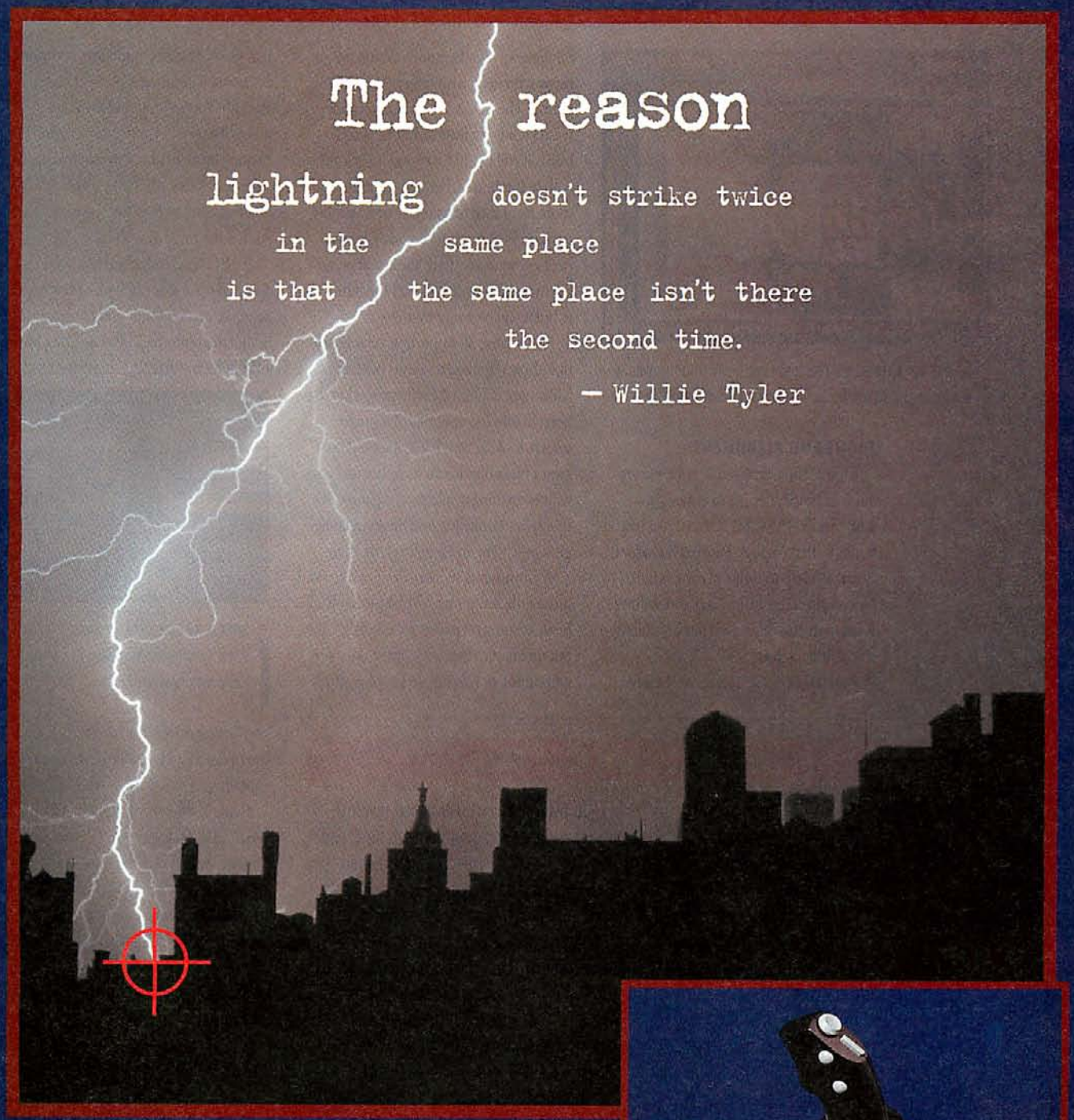
Substantial facelifts are also evident at Darlington, in keeping with its real-life high line, and at Talladega Superspeedway. "The banking was incorrect, the apron was incorrect, so we redid the entire track geometry. You can't run at full speed on the inside of the Talladega apron anymore," warns Levesque, signaling a move that will undoubtedly have repercussions for NASCAR vets who've been mysteriously acing that circuit over the last two years.

PAINT TOUCH UP

Graphically, NASCAR 2 simply looks more solid than NASCAR RACING, and that is most definitely not just a matter of personal perception. "We completely redid the graphics system. Now there's less 'sparkling' in the distance," says Levesque. Add in the sudden presence of clouds and a more authentic depiction of grass and road texture, and NASCAR 2 will be one hot-looking program, perhaps as sophisticated as GRAND PRIX II. There's no more primitive "-h" switch needed in the command line to access hi-res mode. Screen resolution is now altered from within the program.

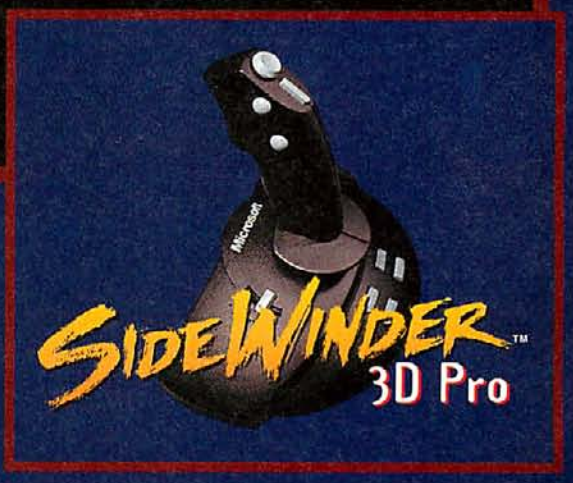
Meanwhile, back in the cockpit, the NASCAR 2 instrument panel sports a new layout with added textures and shading, and no more speedometer (not found on real NASCARs) or gear change indicator. Don't worry if you've grown accustomed to those little luxuries, however, because tapping the S key will pop both onto the screen, on the left edge of the dash. "We also toyed with putting in a real shifter, but it would have been in the bottom right corner, where the 'black box' info would cover it up," says Levesque.

Audibly, NASCAR 2 should be a full lap ahead of the original. Gear changes are accompanied by a realistic "kachunk," accidents and impacts trigger a volcano of sound, and certain events spark commentary and advice from a talking crew chief. (Check the sidebar for more info on this welcome innovation.)



Digital precision. Deadly accuracy.

Imagine scorching your enemies with razor-sharp precision. With the world's first digital-optical joystick, the SideWinder™ 3D Pro, you'll balance complex moves with maximum control to get the ultimate in responsive game play. You won't have to recalibrate, even after hours of play. And every handle rotation instantly changes your viewpoint. Digital Overdrive lets the joystick communicate more efficiently with your Windows® 95-based games. All the better to singe your competition.



Microsoft

Where do you want to go today? www.microsoft.com/sidewinder/

©1996 Microsoft Corporation. All rights reserved. Microsoft and Windows are registered trademarks and *Where do you want to go today?* and SideWinder are trademarks of Microsoft Corporation.



PAINT BY NUMBERS The improved paint shop makes it easier to put Marlboro ads on your favorite NASCAR.

FRONT END ALIGNMENT

One of the prime reasons for the creation of NASCAR 2 is to entice those who found NASCAR RACING just too difficult. In that respect, Papyrus has added Steering Help to its list of driver's aids. Now, with steering, braking and shifting assistance, that mean old pig is suddenly a sweet little piglet.

And if that doesn't tame the beasty enough, an arcade mode will service those who need a more gentle break-in period. The NASCAR 2 arcade mode wasn't ready for testing, but Levesque insists it will be "like a super driver's aid with better brakes, better cornering, and more resistance to spinning out." When quizzed as to just how arcade-ish it will be, Levesque says that "there will be no big mountain with a Sonic Hedgehog on it, but it will be easier to drive."

As for those all-important vehicle setups, there's marked revisions here, too. Most noticeably, the entire procedure has been fit into the confines of a single screen, looking much like it would on a crew chief's handwritten clipboard. Now, with everything available at a glance, it's much less confusing and tiresome to jiggle a little here and juggle a little there.

A Comments section, designed to hold those little setup notes we've probably all been keeping on paper, is especially nice, but mechanics beware—there are a few items gone or missing. In keeping with real-life NASCAR mandates, you won't be toying with the stagger and front air dam any longer, and fuel loads are adjustable only in pure practice mode (a change brought about in part by Papyrus advisor Bobby Labonte). All this will have an effect on just how fast a car can go, but such is the price of realism.

NASCAR 2's interface has been spruced up and simplified, with fewer screens, smaller fonts, and command bars across the bottoms and tops. The Driver's Info Screen will feature head shots of all competing drivers and provide access to the updated high-resolution car-painting module.



SPEED RACING The improved Quick Race setup screen makes it a snap to jump into custom races.

Replays, already top-notch in NASCAR RACING, have been improved here as well. Now, lots of background information is displayed as you watch yourself in action, including your current position, speed, intervals, average speed, and best/last lap times. This is a great way to monitor what you've been doing right and wrong.

START YOUR ENGINES

On a more humorous note, I found it interesting that both Dale Earnhardt and a tow truck would be introduced to the game at the same time! C'mon guys, what're you trying to tell us? Actually, Dale's not so bad, and the tow truck, although doing the job, is invisible, so it's a mixed message at best.

At this early stage, it looks as though NASCAR 2 will have more than enough to seduce NASCAR RACING owners back for more. It's less imposing for newcomers, meaning potential interest outside the cultish Papyrus fan club. And that's just what Papyrus and Sierra are hoping for. CG

Life With A Talking Crew Chief

Green, green, green!"

With those three words, the dawn of a new era in computer racing is upon us, that of the talking crew chief. He's bright; he's verbose; he's excitable; he knows all and sees all. Actually, he's aware of much more than just a single crew chief ever could be, and that's why Papyrus is billing him as a combination crew chief–spotter. Once you've shared a race with this guy, you probably won't ever want to drive any other way.

You see, he's much more than just a verbal showpiece. Sure, he's got a solid command of the obvious: when the race starts, when it ends, and that sort of stuff. But he's also an invaluable source of tactical information throughout each race.

"Keep it to 55," he'll warn as you navigate through pit lane or threaten a hot entry. "There's an accident on the back straight," he'll advise, which may or not already be obvious depending on whether you caused the carnage in the first place. "Last lap. You're the man! Bring it home," he'll shout as you blaze to victory. For added realism, his phrasing changes from time to time, and each transmission is preceded and ended by a short blast of radio static as his mike is keyed.

In traffic, his assistance is even more appreciated and surprisingly adept. Hardened NASCAR veterans know the feeling of diving into a turn as another car lurks perilously just off their right door. It can get pretty dicey, to say the least. But with this Ned Jarrett sound-alike (it's actually Ron Gaines, a good bud of Bobby Labonte) barking directions like "You've got a car up high, stay low," "He's still there," and eventually "Clear," you'll be buying this good buddy a virtual beer post-race.

Unfortunately, with the exception of the pit radio keys that have been there all along, you won't be able to directly communicate back to him, and that situation won't change until there's a voice recognition standard for PCs. But if you're anything like me, going back to the original NASCAR without this guy will be a very lonely feeling indeed.

VIRTUAL ARCADE Sweepstakes!



Win!

2 PowerPlayer™ Networking Gaming Systems, A library of Interplay Games, and 1 Year Subscription to CGW



The Ultimate Games!

Descent II™

"Great visceral, frantic fun that's full 3-D"
CGW, Rated 8/96



Shattered Steel™

"Lighting and motion effects are first rate . . . you can jump into this game immediately"
CGW, Hands On 8/96



Descent II: © 1996 Parallax Software. All rights reserved. Descent and Interplay are trademarks of Interplay Productions. All rights reserved.

Shattered Steel: © 1996 BioWare Corp. All rights reserved. Shattered Steel and Interplay are trademarks of Interplay Productions. All rights reserved.

The Ultimate Machines!

- Intel 200 Mhz Pentium
- 32 MB EDO RAM
- Diamond "Monster 3D" Game Accelerator
- ATI 3D Rage Graphics
- Gigabyte Hard Drive
- NEC Multispin® 6x4 CD-ROM Changer



Sponsored By: NEC | Interplay BY GAMERS. FOR GAMERS.™ | Computer Gaming World

3 Ways to Win

1. Look for the PowerPlayer Sweepstakes at the NEC PowerPlayer DemoDays at CompUSA. For the location nearest you, go to www.nec.com.
2. Go to http://www.interplay.com or http://www.zd.com/gaming, www.nec.com, or www.gowebway.com on the world wide web.
3. Enter Right Now! Return this Official Entry form to:
Virtual Arcade Sweepstakes, P.O. Box 9007, Farmingdale, NY 11735

Name_____

Address _____

City _____ **State** _____ **Zip** _____

E-Mail Address _____ **Phone Number**_____

No purchase necessary or requested. To enter, return the Official Entry form or hand print your name and address (including zip code), daytime telephone number on a plain piece of 3x5 paper and mail it in an envelope. No facsimile entry permitted. One entry person. Sweepstakes is open to residents of the United States, its territories and possessions, who are eighteen or over, except employees and their immediate families of Packard Bell NEC, Ziff-Davis, Interplay Productions, its and their affiliates and subsidiaries, and its and their advertising and promotion agencies. All submissions become the property of Packard Bell NEC and Interplay Productions. All federal, state and local laws and regulations apply. Void where prohibited or restricted by law. All federal, state and local taxes are the responsibility of the winners. A 1099 form will be filed with the IRS for major prize winners. Sweepstakes begins November 1, 1996. Your entry must be received no later than January 31, 1997. Drawing will be held by February 28,1997. Winners will be selected in a random drawing from among all entries received under the supervision of Packard Bell NEC and Interplay Productions, whose decision will be final. The odds of winning depend on the number of entries received. Winners will be notified by e-mail, if possible, and by U.S. mail. Any prize notification or prize returned to Packard Bell NEC and Interplay Productions as undeliverable will result in awarding that prize to an alternate winner. Where permitted, acceptance of a prize constitutes consent to use of winners name and likeness in any manner by Packard Bell NEC and Interplay Productions and its and their advertising and promotion agencies without further compensation. Prizes & Approximate Retail Values: 1 Grand Prize: Packard Bell NEC Power Player network (2 Power Player systems)($7,000), A library of Interplay games (10 CD-ROM titles) ($500), One year subscription to Computer Gaming World($28); 1 First Prize: A library of Interplay games (10 CD-ROM titles) ($500); One year subscription to Computer Gaming World ($28); 23 Third Prizes: One year subscription to Computer Gaming World ($28 each). Winners may be required to submit a signed affidavit certifying that they are eligible to enter the sweepstakes. The affidavit must be signed and returned within 15 days of attempted notification. Failure to return a properly completed affidavit within this period will result in selection of an alternate winner. Winner may make no substitution or transfer of prize. Packard Bell NEC and Interplay Productions reserves the right to substitute a prize of equal of greater value. Neither Packard Bell NEC, Interplay Productions, nor its and their affiliates, subsidiaries, division, or related companies are responsible or liable for any damages, taxes, expenses, losses or injuries resulting from winners acceptance or use of any prize. Not responsible for lost, misdirected or late entries, computer malfunctions, online failures, technical malfunctions or disturbances or other circumstances affecting receipt of entries or operation of the sweepstakes. Not responsible or liable for any warranty, representation, or guarantee either express or implied on any prize awarded (except as may be expressly warranted by Packard Bell NEC or Interplay), including, but not limited to its quality, mechanical condition or fitness. Acceptance of a prize constitutes a release of NEC, Interplay Production and its and their affiliates by winners from all responsibility or liability with respect to the operation of the prizes (including property loss, damage, personal injury or death).For the winners names, available after February 28,1997, please send a stamped, self-address envelope by April 30, 1997 to: Virtual Sweepstakes, Computer Gaming World, 135 Main St. 14th Fl, San Francisco, CA 94105.

★★★★½ **REVIEW • MECHWARRIOR 2: MERCENARIES**

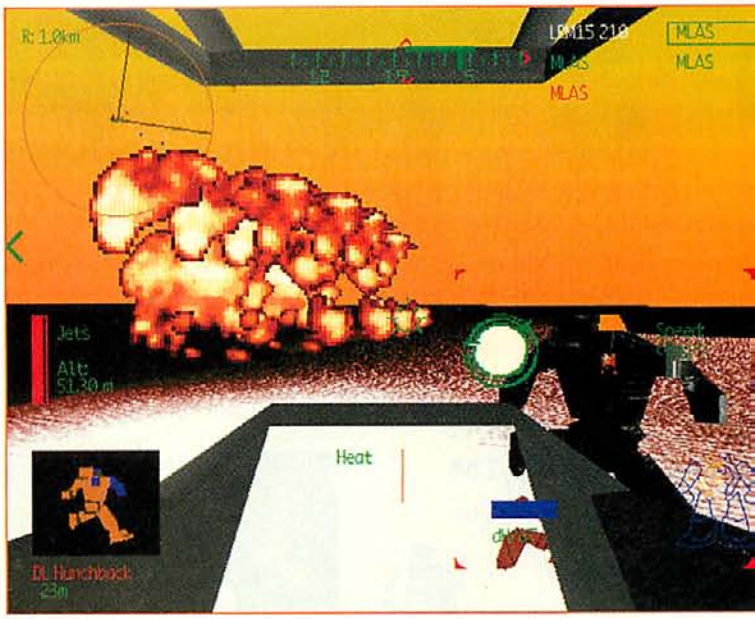
DIFFICULTY LEVEL: EASY / INTERMEDIATE / ADVANCED

Meching A Profit

Combat Has Its Price In This MechWarrior 2 Prequel

by Greg Fortune

Computer widows, beware. Rip this review from this magazine, and under no circumstances let your significant other go near a software store until this blows over. MechWarrior 2: Mercenaries will be building the ranks of computer widow support groups across the country. Ask my wife—she'll tell you all about it. You may think my warning's a bit extreme. After all, isn't this just Mech 2 with prettier graphics and some new missions? Not a chance!



LIGHT DAMAGE Dynamic lighting from energy weapons and explosions whites out the battlefield; the light is particularly useful in night missions.



Price: $49.95
System Requirements: IBM compatible 486-66 (Pentium 75 for Win 95 version), 8 MB RAM (16 MB for Win 95), 2x CD-ROM, SVGA graphics, 75 MB hard drive space, DOS 6.2 or Windows 95; supports Sound Blaster compatible sound cards (DOS) or all Win 95 compatible sound cards.
of Players: 1 (2-8 in modem or Internet play)
Protection: None (CD must be in drive)
Designers: Tim Morten and Jack Mamais
Publisher: Activision
Los Angeles, CA
(310) 473-9200
Reader Service #: 336

COST CONSCIOUS

Certainly, Mercenaries bears a strong resemblance to its predecessor. You travel from world to world manning the cockpit of a mech—a giant, heavily armed robot—using weapons of mass destruction to wipe out installations and enemy mechs. Only this time you're not putting your life on the line for the honor of clan and family. No, in this prequel you're motivated by something much more powerful: cold, hard cash.

You'll earn C-bills for missions and objectives you complete, but you also have to pay for every missile and every bit of damage done to your squad. You'll need to weigh the time span and risks of a contract against the monetary and salvage compensation you'll receive upon successful mission completion.

You can play with the economy disabled, which is just like being back home in the clan. Here your missions will be selected for you. But be aware that you're missing out if you play this way. The mercenary commander always gets the most C-bills, and you'll get whatever falls off of their plate.



SNOW CHANCE Blow the leg off a mech and he topples to the ground; without jump jets, he's soon to be toast.

SMARTER SHOOTING

AI for both friendly and enemy mechs is greatly improved over Mech 2 and Ghost Bear's Legacy (CBL). Some enemies still let you get away with running circles around some of them while their shots fall behind you, but you can't always rely on circling tactics here. Some pilots will lead you with their shots, and they can dismember a mech faster than you can say "why am I face down in the dirt?"

That question reflects another improvement, one that fixes the "one-legged super-mech" quirk of Mech 2. Now, when a mech loses a leg, it crashes to the ground, where it will stay unless it has jump jets available to right itself.

The enemy AIs aren't the only ones with improved, variable abilities. Checking out a potential Lancemate (the mercenary equivalent of a Starmate) reveals a letter grade rating for both piloting and gunnery skills. Also provided is a psychological profile, allowing you to better determine whether the merc will be an asset or a liability. Some of these pilots are really good, allowing you to actually *use* the "engage at will" command without worrying about some bozo wandering around aimlessly while your enemies

pound the life out of that Commando that you've paid for. On the flip side, there were a couple of bozos I would have killed myself if it weren't going to cost a couple million C-bills to replace the mech they were in!

You can also get a hand from some Aerotech (aircraft) support, which you also hire from the same personnel data in your computer. Unlike your Lancemates, these pilots come with their own aircraft and make their own repairs, so you just have to pay them their flat monthly fee.

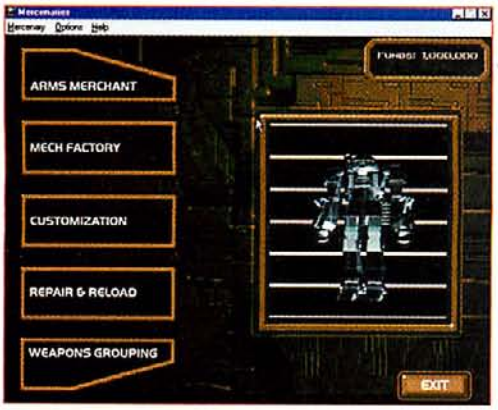
Mission variety is greatly improved. You can pick one of two or three missions available at a given time, which are all part of a nonlinear career path (if you have the economy enabled). There are a wide variety of mission objectives. You'll have to disable a renegade's mech while destroying the rest of his company, destroy a terrorist bomber's truck bound for a hospital targeted for destruction, and capture water tanks on a barren planet from an occupying force that will try to destroy them when the battle is going your way. You'll face missions in the dark, at dusk, in haze, and in the snow. You'll fight on several different types of terrain. All this adds up to enough variety to keep the missions interesting even after many hours of play.

Stop Bugging Me

True to its history with addressing MECH 2 problems, Activision is hard at work addressing user complaint about MERCENARIES. (The first version had some mission scripts that didn't work as users expected them to.) The design and development group has taken the input, bug reports, and suggestions posted online and is busy turning them into patches and updates. This not only covers bug fixes but also includes a MechLab enhancement, a possible change in the salvage rules to include user selection of salvage, and the addition in the future of power-ups such as fuel or ammo trucks in MercNet that will allow you to refuel and repair during a battle. All of these patches and enhancements will be provided free of charge on Activision's online site, as well as being incorporated into future production runs of the CD. If you're having problems with the game, check www.activision.com for updates.

TEXTURE HEAVEN

MERCENARIES is based on the same graphics engine as MECH 2, but it has undergone a major overhaul. Everything is texture mapped now, from the ground and terrain to the enemy in your target reticle. Multiple light sources have been added, causing light reflections from your weapons to bounce off of the ground, buildings, and any other object near their path. This effect works particularly well during low-light missions. All of this adds a look and feel to the game that grabs you by the gray matter and doesn't let go until you finish your mission or get blown to pieces.



GOING SHOPPING Visiting the MechLab to repair and reload is likely to damage your wallet.

While the CD ships with both DOS and Win 95 versions of the game, I found that this is really a game that likes the low overhead of DOS and runs best in that environment. While the game ran fine for me under Win 95, a number of users have reported problems with that version; a patch is in the works.

MULTIPLAYER MAYHEM

Included on the CD is MERCNET, a multiplayer utility based on the NETMECH utility released for MECH 2. MERCNET not only supports null modem, modem, and LAN connections, it also includes a PPP stack for live games on the Internet. With this support, you won't need Ten, Kali, or any other online server to play over the Net. This extends the replay value indefinitely; you may only want to beat the missions a couple times, but who gets tired of beating up friends?

All is not perfect in the online department, however. Due to the inability to connect between the DOS and Win 95 versions of NETMECH—because of Microsoft's proprietary DirectPlay routines—Activision this time included only a DOS version of MERCNET. The DOS MERCNET will run under Win 95, however, allowing you to join your DOS-based friends online. While some problems have been reported with the PPP stack, most people can get online without much trouble. Activision is working on several game patches as I write this, so expect a lot of these problems to be fixed.

A FITTING CONCLUSION

MECHWARRIOR 2: MERCENARIES delivers significant improvements over MECH 2 and CBL, while retaining the high-energy action that made those games great. The improvements aren't just visual, but include new features that greatly enhance the gameplay—and game replay—value of this product.

CG CHOICE

APPEAL: **MECHWARRIOR 2 fans looking for new missions and more play elements, as well as no-charge Internet play; action gamers who want to do more than run around and shoot everything that moves.**

PROS: **Very good AI for computer-controlled mechs; monetary elements freshen gameplay for even experienced MechWarriors.**

CONS: **Minor problems completing some missions; automated salvage destroys much of the monetary incentive not to just decimate your opponents.**

CG RATED

★★★☆☆ REVIEW • F-22 LIGHTNING II

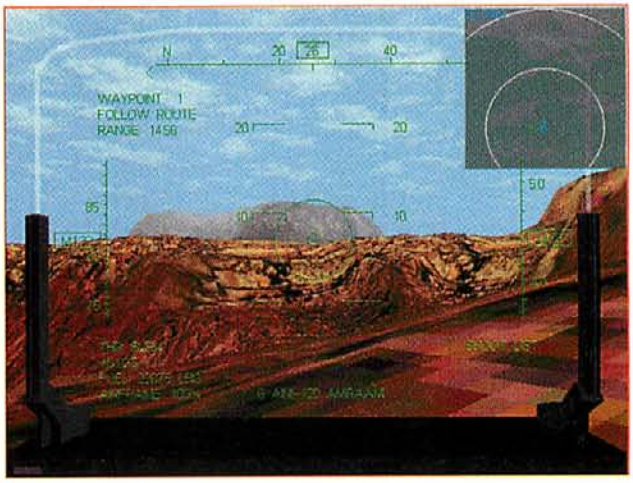
DIFFICULTY LEVEL: EASY / INTERMEDIATE / ADVANCED

Lightning Light

Despite Claims Of Realism, This Sim's Targeted At The Action Crowd

by Robin G. Kim

NovaLogic's F-22 LIGHTNING II is the first of a bumper crop of simulations of the F-22 Advanced Tactical Fighter. With stunning graphics and box-copy claims of unprecedented realism, it's tempting to declare it the victor before the others even appear on the scope. However, digging below the surface reveals that underneath the amazing visuals are significant flaws that may reduce its appeal for some players.



RIDGE RUNNER Pixelation is apparent at very low altitudes, but the terrain is generally free of distortion once you get away from the air base.

PIXEL PANACHE

LIGHTNING uses conventional texture-mapped polygons instead of NovaLogic's vaunted Voxel graphics technology, yet the visuals are still incredible. From the strikingly realistic terrain rendering to the intricately detailed aircraft, this sim is a feast for the eyes. To ensure a good frame rate, it only displays the surrounding terrain out to a certain distance before it's gradually swallowed up in a haze, but the effect is nicely done. LIGHTNING provides a variety of resolution and detail options, making it possible to get good frame rates on most PCs. At maximum detail on a 133-MHz Pentium, it's remarkably smooth except during the busiest missions.

Despite the gorgeous external graphics, the cockpit views leave something to be desired. The only static view—besides the full-screen multifunction displays (MFDs)—is straight ahead through the head-up display. To look anywhere else, you must pan manually in virtual cockpit mode or use the padlock view to track a target automatically. Both of these views show minimal HUD information. Worse, the virtual cockpit view is so sluggish it's almost useless—in the nine seconds it takes to check your six, a bandit has enough time to put on a little airshow before blowing you away. The padlock view works well for tracking both air and ground targets, but its inability to follow incoming missiles makes evasion difficult.

The game's sound effects can't match the impact of its graphics, but they are nevertheless well done, with a good amount of digitized speech. Alas, a glitch in this otherwise surprisingly bug-free sim prevents the simultaneous use of digital sound and music from a General MIDI daughter card.

CREATIVE AERODYNAMICS

Most people play a flight sim to *fly*, not just to enjoy the sights and sounds. Alas, LIGHTNING's flight modeling is its biggest weakness as a simulation. It's so primitive that you simply do not feel like you're flying an aircraft—the effect is more like a space combat game with gravity. If you bank the plane and let go of the stick, the nose drops but your heading doesn't budge an iota; turning must be accomplished by pulling back on the stick or using the rudders. Rudder input is ridiculously effective: a 90-degree turn at Mach 1.5 using the rudders alone takes only eight seconds. Such quirky handling makes dogfights much less enjoyable for experienced pilots.

The real F-22's avionics systems are designed to be very easy to use, integrating input from an array of sensors into a few displays. It's impossible to say how accurately LIGHTNING models these systems, since they're still classified, but the results are convincing. The plane's stealth advantage is also well simulated, with enemy detection ranges growing whenever you activate your radar or open your weapons bay to deploy ordnance.

The F-22 can carry Sidewinders, AMRAAMs, and JDAM (Joint Direct Attack Munitions) smart bombs. Air-to-air missile performance is reasonably accurate. Attacks on unaware targets are almost 100% effective, while accuracy degrades substantially if the bandit breaks and drops countermeasures. Combined with its good avionics and stealth modeling, LIGHTNING turns out to be a respectable simulation of beyond-visual-range combat in spite of its lackluster dogfights. Air-to-ground work using JDAMs is also realistically portrayed, but it isn't especially challenging. As a concession to playability, the sim allows you to carry far more inside the plane's weapons bay than would be possible in real life. While



Price: $44.95
System Requirements: 486DX4 or better, 8 MB RAM, 33 MB hard drive space, SVGA graphics, 2x CD-ROM drive, DOS or Windows 95, mouse; supports Sound Blaster, Microsoft Sound System, Crystal Semiconductor, and Turtle Beach TBS2000 sound cards.
of players: 8 (modem and IPX, only one CD required)
Protection: None (CD must be in drive)
Designer: Randy Casey
Developer: NovaLogic
Calabasas, CA
(818) 878-0325
Reader Service #: 337

LAUNCH AND DESTROY!



SAVE YOUR BRAIN...

STOP MEMORIZING THOSE DUMB KEYBOARD COMMANDS! DESIGNED TO PROVIDE THE MOST EXHILARATING GAMING EXPERIENCE, THE MASTERPILOT CONSOLE MAKES CUMBERSOME KEYBOARD COMMANDS OBSOLETE.

SAVE YOUR HAND...

USE IT FOR MORE IMPORTANT THINGS—*LIKE YOUR JOYSTICK!* COMMANDS FOR OVER 25 FLIGHT GAMES ARE PROGRAMMED ON AN UPGRADEABLE ROM CARTRIDGE. JUST SLIDE IN A CUSTOM CARD AND ALL THE COMMANDS ARE AT YOUR FINGERTIPS.



SAVE YOUR SOUL...

GOD WANTS YOU TO BUY THIS! SO CHECK OUT YOUR LOCAL COMPUTER STORE AND BUY IT TODAY!

Circle Reader Service #67

QuickShot®

WWW.QUICKSHOT.COM

Babbage's

software etc

electronics boutique

enemy missiles seem just as accurate as yours, your plane can sustain more hits than other fighters.

SEE THE WORLD

The 41 canned missions included in LIGHTNING will take you through six different theaters. The first stop is Nellis AFB for training, then it's off to Thailand for the first of four sequential campaigns leading you to Kamchatka, Iraq, and the Ukraine. After completing those, you're treated to a fifth, undocumented campaign in Africa. The campaign missions are linear, so you must win each one before proceeding on. If stand-alone missions are more your bag, you also can fly separately any mission that's not part of the bonus campaign. When playing by modem or network you can run cooperative campaigns. Once you've exhausted the canned missions, you can whip up more using a simple mission generator.

Within a campaign, the level of opposition adapts based on your past performance, tailoring the difficulty to match your abilities. Missions get much more challenging as you progress. Completing a campaign usually just gets you a short animation, then it's on to the next one. You're not told anything about the aftermath, so there's no time to savor your victory. In fact, if you don't look closely at the next mission briefing, you may not even realize you've transitioned to a new campaign! Individual missions can be exciting, but they eventually become somewhat repetitious.



CANYON RUNNING Although LIGHTNING's flight model needs improvement, missile performance is reasonably accurate.

STRENGTH IN NUMBERS

The game's artificial intelligence is good, but it mostly relies on confronting you and your wingman with overwhelming numbers. This fits in well with the campaign themes, however, and isn't implausible. In the largest missions, you may get support from numerous F-16s and F-15s. The huge furballs that result are impressive, involving dozens of planes with missiles flying everywhere.

There are just five wingman commands, but they are generally sufficient. Although your wingman also flies an F-22, his capabilities are inexplicably different from yours. He won't engage from anywhere near the maximum range of his AMRAAMs, and while he never carries JDAMs, he is somehow able to attack ground targets with his air-to-air missiles.

F-22 LIGHTNING II probably won't appeal to serious flight sim players because of its oversimplified flight model. At the other end of the spectrum, fans of arcade flying

APPEAL: Sim players (who aren't sticklers for realism) seeking a great-looking, moderately complicated air combat game with good multiplayer support; X-WING and TIE FIGHTER fans willing to take a step up in complexity.

PROS: Spectacular graphics, good simulation of beyond-visual-range engagements, slick network play.

CONS: Arcade flight model destroys the feeling of flight, making dogfights unrewarding; missions somewhat lacking in variety; quirky cockpit view system.

CG RATED

POWER CHESS

"Power Chess™ may be the finest innovation in serious chess products ever to hit the streets. No kidding."
- Cindy Yans
Computer Games Strategy Plus





More powerful than any human opponent. More human than any computer opponent.

When you play the Power Chess King, it's like playing a human. When he's winning, he takes chances. When he's losing, he practically squirms. When you hear the Power Chess Queen speak, it's like learning from a master. Brilliant, intuitive, eloquent. When you play Power Chess, you're playing the most innovative, friendly and ingenious chess program available.

KIDS TO ADULTS KA AGES 6+

SIERRA®

Visit us at www.sierra.com, call 1-800-757-7707 or see your local software dealer.

© 1996 Sierra On-Line, Inc., ® and/or ™ designate trademarks of or licensed to Sierra On-Line, Inc., Bellevue, WA 98007.

Circle Reader Service #82

games—who won't mind the space-fighter feel—may be turned off by having to work through the hefty manual to master the MFD modes and 35 essential key commands. NovaLogic seems to be aiming between these extremes: casual or beginning flight simmers who care less about total realism than involving gameplay and immersive visuals. LIGHTNING probably won't beat out the three other upcoming F-22 sims on every front, but with its accessibility, smooth network play, and state-of-the-art graphics, it's sure to be a strong contender among this segment of the population.

Multiplayer Modes

F-22 LIGHTNING II's multiplayer support allows players to hook up via modem, null-modem, or IPX network. Gamers on a budget will be pleased to note that only one CD is necessary, even for an eight-player network melee.

Performance is almost totally free of warps and lag over a network. Unfortunately, 28.8-Kbps modem connections, while smooth most of the time, grind to a crawl when players take off or fire weapons. While it's not possible to add a player to a game already in progress, rejoining after you get shot down is as easy as pressing the (undocumented) Enter key.

In a novel twist, players determine mission parameters before takeoff by voting for the selections they prefer. The game supports both cooperative and deathmatch modes. Deathmatch is a free-for-all only–team play is not an option. It's a simple matter to switch between cooperative and deathmatch over a network, but modem players are forced to break the connection and redial.

Cooperative missions include some interesting aspects not present in single-player mode. For instance, if your wingman lights up a group of bandits with his radar to identify them, the ID information is automatically datalinked to your display, allowing you to remain stealthy. These missions would be a lot more enjoyable if the game did not contain one truly regrettable omission: there's no way to chat with another player, whether you're in the air or on the ground trying to set things up. This detracts from the fun for players not co-located and severely restricts your ability to coordinate attacks with teammates.

Plant Trees for America™



Trees provide food, shelter, and nesting sites for songbirds.

Trees increase property values, and make our homes and neighborhoods more livable.

Trees help conserve energy. They cool our homes and entire cities in the summer, and slow cold winter winds. Shade trees and windbreaks can cut home utility bills 15-35%.

Trees clear the air we breathe. They provide life-giving oxygen while they remove particulates from the air and reduce atmospheric carbon dioxide.

America needs more trees

The United States has lost a third of its forest cover in the last 200 years.

Our towns should have twice as many street trees as they have today.

We need more trees around our homes and throughout our communities. We need more trees to protect our farm fields and our rivers and streams. To provide wood for our homes and a thousand products we use every day.

10 Free Trees

Ten Colorado blue spruces, or other conifers selected to grow in your area will be given to each person who joins the Arbor Day Foundation.

Your trees will be shipped postpaid at the right time for planting in your area, February through May in the spring or October through mid December in the fall. The six to twelve inch trees are guaranteed to grow, or they will be replaced free.

To become a member and to receive your free trees, send a $10 membership contribution to Ten Blue Spruces, National Arbor Day Foundation, 100 Arbor Avenue, Nebraska City, NE 68410.

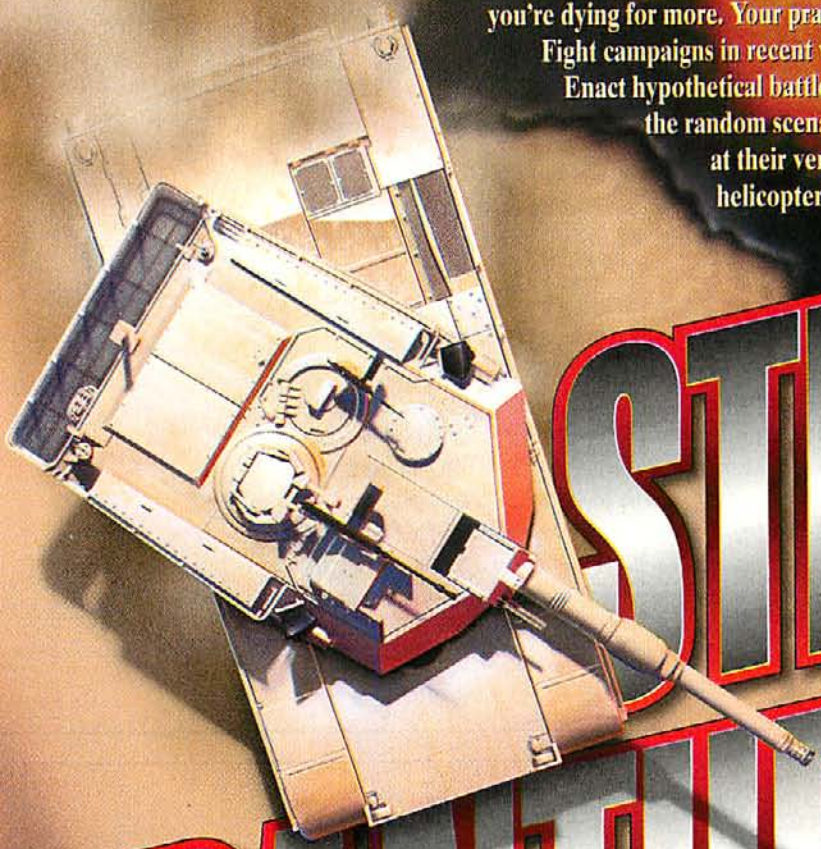


Join today, and plant your Trees for America!

The National Arbor Day Foundation

There is life after World War II.

After playing STEEL PANTHERS™ and enjoying its incredible WWII armored warfare, you're dying for more. Your prayers have been answered with STEEL PANTHERS II. Fight campaigns in recent wars such as Korean, Sinai, Vietnam and Desert Storm. Enact hypothetical battles like NATO vs Warsaw Pact. Or create your own with the random scenario generator and editor. This is SSI and Gary Grigsby at their very best. Detailed historical accuracy. All the right tanks, helicopters, jet fighters and missile sites. SVGA graphics. Intense animation. Digitized photos and sound effects. Modern video combat footage. If war is hell, this is wargaming heaven.



STEEL PANTHERS™ II

MODERN BATTLES

To order: Visit your retailer or call 1-800-601-PLAY with Visa/MC (North America only).

PC DOS CD-ROM





256-color SVGA displays

KIDS TO ADULTS

CONTENT RATED BY ESRB

www.ssionline.com

STEEL PANTHERS is a trademark of Strategic Simulations, Inc.
© 1996 Strategic Simulations, Inc. All rights reserved.

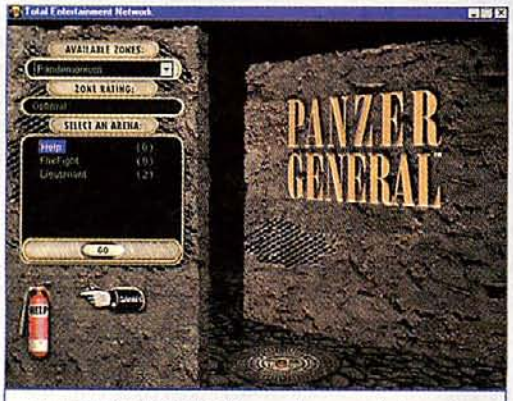
Online Blitz

TEN's Panzer General Online Is As Exciting As The Boxed Version



After you've beaten down Britain, romped over the Russians, and scored the Ultimate Victory over the U.S., where is there left to go in Panzer General? E-mail is an option, but the leisurely pace of sending even a turn a day means that games stretch out for weeks, even months. Finally, there is an alternative: TEN has teamed with SSI to adapt PG for online play. I can already hear you saying, "Why play a turn-based game online?"

The first reason, of course, is that you get a steady stream of new opponents. In over a week of online play, I never logged onto TEN without finding an opponent within minutes. While there is the usual online mix of beginning, experienced and maniacal players for PG, most gamers were more than willing to accommodate players of varying skill levels. It doesn't hurt that PG has a minimal learning curve, either.



SUMMARILY EXECUTED You aren't necessarily home free here. Make sure that you've finished the setup routine in your C:\PGONLINE directory before logging on, or the TEN system won't be able to find PANZER.EXE.

WHO'S IN COMMAND?

The biggest change from the boxed to online version of PG is that the latter has true multiplayer scenarios. In a battle on the eastern front, for instance, you may find the German command split, one player having the majority of the air force, while the other has the heftiest armor. While I understand that PG Online isn't trying to be more historical than its on-the-shelf progenitor, it would be nice if the forces were split less arbitrarily: if, say, my partner led Guderian's forces while I controlled those of General Paulus, instead of each player commanding units scattered all over the map.

Still, the multiplayer aspects are a boon for online play. In addition to the friendly insults ("Your tread is dead, *mein herr*") so customary to online play, you can also set up battle plans by "whispering" to your partner during the enemy turn—a much better alternative than simply waiting around for your turn to come up. There are always arguments over the best use of paratroops, where to lay down suppression fire, and whether air units are better off in ground support or in taking out enemy aircraft.

> "Achtung! If you're looking for a great online strategy game, march to TEN's PG Online, *mach schnell!*"

REACTION TIME

The simplest way to play is the old, I-Go/You-Go method. But PG Online shakes up the traditional flow by offering time limits to speed play, anywhere from 10 seconds to 40 seconds per unit (you may still play with no time limits if you prefer, but I'd suggest finding another opponent). The biggest departure for PG Online, though, is that it lets you move in "impulses," where you move three Germans, I move four Russians, for example, within the same turn. This calls for exact timing on attacks, lest crippled enemies slip away to repair next turn. The interactive turn sequence also allows for counterattacks in the middle of a turn, which livens up any PG scenario.

Tactical questions abound. Should I soften up the enemy defenses with

BRIEFINGS

- Normally, when you log on to TEN, you may still have to download the PG Online software to play the game, which can take up to **two hours** on a 14.4 modem, over **one hour** on a 28.8. Since most people we know don't have a private T1 line, CGW has made an exclusive deal with TEN where we provide the PG Online software on our CG-ROM. See this month's FAQ page for details.
- Our secret sources reveal that SSI may finally be turning to the American Civil War. The first tentative plans have been laid for Mr. Lincoln's General, featuring the campaigns of U.S. Grant. Given the many and varied methods that Grant employed near Vicksburg, this should be a lively game indeed.

TERRY COLEMAN

BRIEFINGS

Surveying The PG Online Battlefields

Battle	Date	# Players	# Turns	Notes
Poland	9/1/39	2	11	*Better balance than in the boxed game*
Warsaw	9/10/39	2-3	21	*Three-player scenario is surprisingly tense*
Pak3	7/23/43	2, 4, or 6	15	*Russians vs. exhausted Germans*
N. Africa	3/31/41	2	24	*Play at blitz speed—say, 10 seconds/unit*
Caucasus	7/24/42	2, 3, 4, 6, 8	25	*Too long, even with 6 or 8 players*
Husky	7/10/43	2 or 4	22	*Not the best test of skill, but cool hardware*
Scotland	7/10/45	2, 3, 4	21	*Brisk hypothetical scenario*
2 or 4 Intro	12/25/45	2 or 4	25	*Unimaginative name, decent scenario*
Leros	11/12/43	2-4	6	*Hardly Crete, but still fast and furious*
Clash of Arms	3/17/45	2, 4, or 8	25	*Soviets vs. Axis late in the war*
Free-for-All	7/10/45	8	25	*Just like it sounds, but goes on too long*
Pakfront	7/4/43	2-4	15	*Great scenario with depth and variety*
Germany '40	4/1/40	2-4	31	*Allies attack Germany in 1940; challenging*
Borrowed II	1/17/45	2-4	16	*Patton strikes; carnage galore*
Desert Duel	1/1/46	2	25	*Very strange "post WWII" battle*

artillery, knowing that he may move reinforcements in, or do I hit with armor first and risk the dreaded Rugged Defense? Can I take the time needed to escort my bombers, or do I launch preemptive strikes against my opponent's fighters? One of the best things about playing with brief impulses is that it forces you to keep a reserve, normally not a concern in PG.

CREAKY TURRET

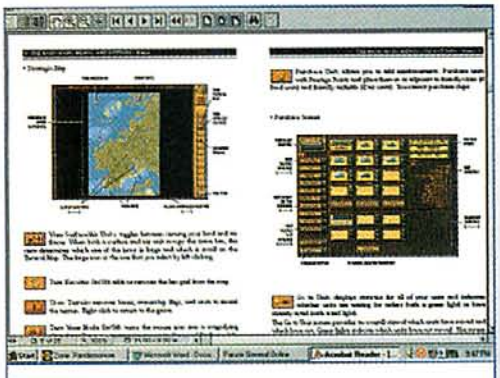
So, is everything perfect? Well, latency really isn't a problem in a turn-based game, so this will be a lot more fulfilling than a game of, say, DUKE NUKEM or WARCRAFT over a noisy connection. But there are a few things that keep PG ONLINE from completely emulating the five-star status of the original.

When you play the boxed version, it's OK if the game is biased toward the German side, because you have those terrific focused campaigns. Despite the increased tactical and strategic options here, however, some of the PG ONLINE scenarios are really unbalanced for multiplayer play. It's a real surprise, given SSI's usual excellent reputation, but I can't believe that either they or TEN playtested these scenarios for anything other than bug-squashing.

With more tough, balanced scenarios like *Poland* and *German '40*, this could have been the perfect online strategy wargame. Where is *Narvik*, or *Fall of France*, or *Crete* or any of the other classic PANZER GENERAL battles? And why isn't there a ranking system for challengers on TEN? For that matter, why aren't there sanctioned tournaments from SSI? When these questions are satisfactorily answered, this could revitalize online wargaming much as PANZER GENERAL did for wargaming in general.

CG TIPS!

- When you first begin playing PG ONLINE, start with the Poland scenario. You'll find that the Poles have a much better chance of victory when led by a human general.
- If you're unsure about a particular scenario, try playing it solitaire first. Scotland is a good battle with which to experiment.
- To keep the chat window from becoming too cluttered, hit "F4" to change the color of your text. That way, it's obvious who's "talking."
- To "whisper," simply type the name of your partner, along with a colon (say, **General Johnny:**), and the message will appear on your screen and that of your partner, but not that of your opponents. This is a must for coordinated assaults in multiplayer games.
- If someone pulls out early or loses connection, don't panic. The TEN software will assign a computer player to take over so you can actually finish the game if you wish.
- In multiplayer scenarios, set up for "interactive impulses" of 3-5 units each. Newer players will be somewhat reluctant at first, but once you win them over, they'll keep coming back for the added tension and faster play.
- As a rule, don't let experienced players build jets with the Germans, or it's often lights out for the Allies.



VHERE ARE YOUR PAPERS? Having the manual available online is a nice touch, especially since you may access it during your opponent's turn.

APPEAL: Anyone who wants a challenging, fun strategy game against human generals.

PROS: Brisk play, variable time limits. Interactive "impulses" a big plus. As addictive as the original, with plenty of enthusiastic opponents online.

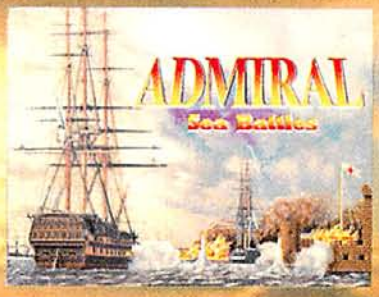
CONS: The scattershot scenario design doesn't replace the wonderful campaigns, and why isn't there a ranking system, or tournaments?

CG RATED

ADMIRAL

SEA BATTLES

Command the Fleet







Game Features:

- 3D Rendered Cut Scenes
- Windows 95 DirectX Game
- Multiplayer modem, network, and Internet play
- Full musical score and integrated sound effects



MEGAMEDIA® corporation



Free Demo:
www.megamed.com

Megamedia USA
Tel.: 408-428-9920
Fax: 408-428-9924

Developed by Meridian 93.

Megamedia is a Registered Trademark of Megamedia Corporation. All other trademarks are those of their respective companies.

Circle Reader Service #71


To those million fans who are addicted to Command & Conquer . . .
We just upped your dosage.
COMMAND & CONQUER™
FOR WINDOWS® 95

Command & Conquer Gold Edition for Windows® 95!

ALL-NEW GOLD EDITION FEATURES



Super VGA Graphics intensify realism and excitement

Internet Head-to-Head play

Play against competitors across the world with Westwood Chat*

New Command & Conquer Theme Pack includes screen savers, icons and desktop patterns







Incoming! This Fall!

For Windows® 95.

Westwood™ STUDIOS

www.westwood.com

Circle Reader Service #226

* Requires existing Internet access

Command & Conquer is a trademark of Westwood Studios, Inc. ©1995, 1996 Westwood Studios, Inc. All rights reserved. Windows 95 is a registered trademark of Microsoft Corporation.

DIFFICULTY LEVEL: EASY / INTERMEDIATE / ADVANCED

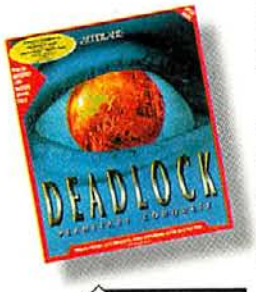
Better With A Friend

DEADLOCK Sacrifices Solo Play For Good Multiplayer Gaming

by Tim Carter

When computer games first entered the marketplace, they filled two important gaps in the average strategy gamer's life. First, a computer could handle all sorts of bookkeeping duties like hidden movement, logistics, and so on, that were too cumbersome to deal with in boardgames. Second, computer games were meant to give us a reasonably challenging and decent solitaire gaming experience. Now the story has come full circle, as one of the key selling features in new releases is the ability to play against another person.

DEADLOCK, from Accolade, is one of these recent releases. It can be played solitaire, but clearly a lot of effort went into making it a good multiplayer experience, over online gaming services, LANs, serial cables or direct modem connections.



Price: $59.99
System Requirements: IBM compatible 486-66, 8 MB RAM, 2x CD-ROM, SVGA graphics, mouse, Windows 3.1 or Win95; supports most major sound cards.
of Players: 1-7 (via modem, serial connect, NETBios, LAN).
Protection: None (CD must be in drive)
Designer: Russell Shiffer
Publisher: Accolade
San Jose, CA
(800) 245-7744
Reader Service #: 338

DEADLOCK, like so many of its predecessors, is a game of planetary colonization and conquest. You have been sent by your race to colonize a particularly rich and potentially prosperous planet in a remote section of the galaxy. An interstellar truce prohibits fighting in space, so all of the action happens within the planet's atmosphere. Once in the atmosphere, however, all allegiances are off, and players can expect to spend as much time fighting as they do building.

Players take on the role of the planetary leader of one of a range of starfaring races, each with particular strengths and weaknesses. Sound familiar? As usual, you will have to develop a range of technology,



SEVEN RACES, ONE PLANET The name of the game is to defeat all your rivals by building the most city centers or conquering all the planet territories.

build structures, manufacture military units, and, eventually, overrun the planet.

DEADLOCK shows both what can be done in a multiplayer game, and where the boundaries lie between multiplayer and solitaire gaming experiences. To keep the game viable in head-to-head play, the action is fast-paced and relatively simple. You must build your colony's economic and military power while developing new technology and keeping your people happy.

The map is randomly generated, and even at the largest setting, it won't be long before enemy units hover into view. This makes sense, since you wouldn't want to play head-to-head for hours without meeting your opponents. It does sacrifice the building aspect of the game, however, and players often won't have time to establish a solid base before they are thrown into an open conflict.

To win, players must control a preset number of city centers, which may be built or captured from the other races on the planet.

Economic growth comes through the construction of various buildings, each of which produces a raw material or finished good. For instance, you must build farms to produce food and wood, while mines will produce iron. A factory might then use the wood and iron to build military units. Every-thing you build costs money, which must be raised through taxes or the sale of raw materials. Usually players will be short of everything,



INSTANT REPLAY DEADLOCK's disappointing tactical module gives you no direct control over your troops. You can give them orders, but the computer resolves combat.

▸▸▸Continued on pg 393



SIM-DEADLOCK The biggest part of gameplay is managing your territories, where you can build structures, train troops, mine resources and set farm production for wood and food.

and success requires sound economic planning and a considerable degree of micromanagement.

The planet's surface is divided into zones, each of which is subdivided into individual squares rated for terrain and raw materials. As your colony grows, your population increases. Within each zone players may tinker with production by shifting where the population works. Moving the population around makes a huge difference to production, and is crucial to economic survival. Also, your people must be kept happy. Unhappy people won't work, and if enough people are unhappy they will riot, causing damage to buildings and industrial facilities.

Given that the economic situation is usually somewhat precarious, players may find themselves devoting considerable time to the management of their population. While this does allow you to control your economy in some detail, it can also become highly tedious. Unfortunately, the interface for gaining information about your economy is fairly clunky, so that micromanagement takes longer and is less efficient than it could be. In a long game, this can be quite a drag, as each turn you will have to shift people around and give your factories new orders.

This is particularly sad because a few tweaks to the design would make it all unnecessary. Take factory production, for instance. While your factories will wait for the necessary resources before producing the units you order, you must pay for each unit when you give the command to build it. As most colonies will be chronically short of cash, this means that it is impossible to order a lot of units in advance.

The downside to this is that you will constantly have to access your factories and order more units. With a large empire capable of producing missiles, land, sea, and air units, this can be time-consuming and tedious.

The treatment of combat in DEADLOCK is clearly designed to make head-to-head play easier. If you wish to initiate a battle, all you have to do is send combat units into a zone containing hostile forces or population. The actual fighting takes place between turns and is completely controlled by the computer. Those used to a higher degree of tactical control will be disappointed, as winning and losing in war becomes a function of the units you select and your production capacity.

Also, the jumps in technology are often so great that many battles will be tremendously one-sided. If the technology is even, they are largely contests of attrition. Neither is particularly interesting.

On the one hand, it is quite easy to see why the designers chose to implement combat this way, as a MASTER OF ORION-type tactical battle might be either very complicated to program or very time-consuming to play. On the other hand, the lack of tactical command makes DEADLOCK a game of economics and planning rather than military strategy.

Moreover, players may build a variety of fortifications in their zones, and will usually have to overcome the same in enemy zones. The strengths and weaknesses of fortifications are largely controlled by technology, meaning that enemy zones will either be impregnable or walkovers. (Expansionists are recommended to invest in rocketry technology.)

Personally, I believe that any effort to make games playable against a human opponent should be applauded. With the wealth of online and direct connection opportunities available, and the continued dearth of decent computer AIs in today's games, the ability to bash fellow players s is always welcome.

Yet, multiplayer capacity does not, and should not, necessitate a weaker interface or a clumsy solo experience. There is no reason why these games cannot be as smooth and original as those intended solely for solitaire use.

Is DEADLOCK fun to play against another person? Of course. Could it have been a lot more fun? Absolutely. Does it stand up as a solid solo experience? Not really. The artificial intelligence makes all of the mistakes that AIs usually do (like attacking at the same point over and over again), while the interface and game design offer no redeeming qualities or structures which might make it challenging. Any game, though, is always more fun when played multiplayer. DEADLOCK is a perfect example of that, because as a multiplayer game, it's great fun. As a solitaire game, sadly, it just isn't.



TAKE THAT, PUNY HUMAN One of DEADLOCK's better features is the diplomacy window, where you can taunt human opponents and offer various treaties and trade proposals.

APPEAL: Anyone interested in a sci-fi strategy game designed for good, fun multiplayer gaming.

PROS: Quick and easy to understand, good multiplayer game, lots of options in head-to-head play for diplomacy and chatting.

CONS: Clunky interface; lots of micromanagement; the game's pacing and non-interactive tactical module often consign it to a war of attrition.

CG RATED



GET OFF YOUR ASS, PRINCESS. THIS IS WAR.



Violence. Explosions. Profanity. It's a game designed to become an obsession.



Drink beer, visit exotic lands, kill the inhabitants.



Amazing Artificial Intelligence plays like it's got one. (A big one.)



Z™

Sadist. Megalomaniac. Slightly less than attractive. Meet Commander Zod. You'll answer to him as you lead armies of beer-swilling, drunken robot soldiers from planet to planet, destroying everything that stands in your way. The game is called *Z*. It's got the depth of a strategy game, and the balls of an action game. Featuring the most realistic explosions out there, over 35 minutes of 3-D scenes and multi-player options for network and modem play. *Z*. Drink beer. Blow stuff up. It's going to get ugly. Really ugly.

"The action in *Z* can be described in one word: intense." *PC Gamer*

"Humorous, fast-paced and crowded with dismembered body parts and debris, *Z* promises to be a very stressful and challenging title that ups the ante on real-time wargaming." *Computer Gaming World*

"...Forget *Warcraft;* this game offers strategy, action and humor– with an incredible A.I. to back it all up." *Fusion*

Commander Zod is waiting. www.vie.com

Z ©1996 The Bitmap Brothers. Licensed exclusively to Virgin Interactive Entertainment, Inc. From Renegade Software, a Warner Interactive Company. Virgin is a registered trademark of Virgin Enterprises, Ltd.



They're drunk. They're stupid. They're on your side.



It's a fight for Zod, for country and for beer. (Not necessarily in that order.)



PC CD-ROM

Circle Reader Service #184

DIFFICULTY LEVEL: EASY / INTERMEDIATE / ADVANCED

Jagged Alliance, Part Deux

Deadly Games Adds Multiplayer Support And A Scenario Editor To The Addictive Combat Of Jagged Alliance

by Loyd Case



LOOK FAMILIAR? Deadly Games has the same graphics and tactical combat as its predecessor, Jagged Alliance, but there are enough new twists to lure you back for more.

The sleeper hit of 1994, Jagged Alliance blended an addictive tactical strategy game with great RPG elements, along with a rather convoluted storyline. Sir-Tech's sequel, Jagged Alliance: Deadly Games, dispenses with the silly plot and instead goes for a straightforward, no nonsense military campaign, coupled with a superb scenario designer, multiplayer capability and a limited, but effective, campaign builder. At the center, though, is the Jagged Alliance tactical combat engine, still superbly addictive after all this time.

Some new twists have been added, however, particularly in the campaign. The most noticeable difference is the addition of turn limits. In Jagged Alliance, you could take your time in completing each mission goal, and spend even more time searching the map for goodies. Now, though, you have to keep an eye on the clock, take a few risks and hustle to accomplish the mission objectives. This is probably more realistic, but it has generated a lot of controversy among original JA fans. To its credit, the Deadly Games design team has already released a patch that allows users to set a number of different turn limit parameters, including no turn limits at all.



Price: $55.95
System Requirements: 486-66 or better, 8 MB RAM, 31 MB hard drive space, 2x CD-ROM Drive, 256 color VGA graphics, mouse. Supports most major sound cards.
of Players: 1-4
Protection: None (CD must be in drive)
Designers: Ian Currie, Alex Meduna, Linda Currie, Shaun Lyng
Publisher: Sir-Tech Ogdensburg, NY (315) 393-6633
Reader Service #: 339

ON YOUR OWN

Even given Deadly Games' multiplayer focus, there's plenty of meat here for the lone gamer. The 7-mission tutorial campaign that introduces new players to the game is a great learning experience, but still entertaining enough in its own right for more experienced JA players. The main solo campaign is 34 missions long (as I played it) and contains a tremendous variety of missions. Mission goals include retrieving strategic plans, photographing people, passing objects to neutral NPC civilians, and simply fragging all enemies. Some of the missions have tight timetables, and a few demand stealth rather than blatant gun-blazing charges.

Like its predecessor, Deadly Games allows you to build your squads with mercenaries from AIM (the Association of International Mercenaries, a sort of trade union for hired guns). Some are very good picks, others are poor; and while the poor ones aren't always cheap, there are a few bargains, too. A number of the less-capable ones also have enough intelligence to get better over time. Each of the mercenaries has a unique personality, ranging from passive to toadying to in-your-face insubordination. As the game progresses, you can hire and fire members of your team, but do so carefully. Some of them will get upset and a few can even influence others, making it more difficult to hire certain mercs.

During missions, all team members have something to say, particularly when they bump into an adversary, knock off an enemy or take significant damage. Depending upon mission outcomes, some may even quit on you.

ROLL YOUR OWN

Once you get through the campaign, you can have the computer randomly generate one for you. However, Deadly Games provides you with an excellent set of tools to design your own scenarios. For quick campaign generation, there's also a simple tool for stringing together scenar-

Vicious, interplanetary species have invaded.

And our only defense is you.



SCORCHED PLANET™

The fate of mankind rests upon your shoulders and you only have two weapons: a tank that morphs into a fighter plane and your own intelligence. Lucky you have that morphing thing.

- Unbelievably intense gameplay across 18 distinct levels, demanding hair-trigger shooting skills and razor-sharp strategic decisions
- Incredible on-the-fly 3-D environments immerse you in the action
- State-of-the-art weapons to annihilate enemy creatures
- Full 360° freedom of movement with heightened 3-D directional sound
- Allows up to 8 players over a Local Area Network

Virgin Interactive entertainment

Criterion Studios

Designed for Microsoft® Windows®95

TEEN T AGES 13+ CONTENT RATED BY ESRB

www.vie.com

Circle Reader Service #376

© 1996 Criterion Software Ltd. All rights reserved. Criterion Studios and Criterion Software are trademarks of Canon Inc. Scorched Planet is a trademark of Criterion Software. Virgin is a registered trademark of Virgin Enterprises, Ltd. Microsoft, Windows and the Windows Logo are registered trademarks of Microsoft Corporation. All other trademarks belong to their respective companies.

Deadly Games Hints and Tips

Make sure you leave a few action points for reaction fire during your opponent's move. In the screen shot below, Bud's in trouble–no APs left, and an enemy breathing down his throat.

- It's useful having more than one merc with some medical skill–you'll definitely need to patch up some of your soldiers in the heat of battle.
- Leave some empty pockets in your vests for any loot you might pick up.
- Some characters have useful abilities beyond the obvious. Mouse, for example, although not a stellar gunner, is very sneaky. Give her an Uzi with a silencer and some camouflage, and she can almost always get the jump on an enemy.
- If you come across a piece of metal pipe, save it–you can use it to modify your weapons and make them even more deadly.
- Repair weapons that drop below 70%, as they tend to jam.
- Move in pairs as a minimum and keep some APs available for overwatch fire. Stay dispersed. There's nothing like a mustard gas canister dropped into the middle of your merc party to ruin your day.
- If you get a merc like Fidel or Leech, who won't disengage from a particular enemy, simply take the guns out of their hands. They will then follow your orders docilely.



HALT! If your merc is skillful enough, and has action points left over from your turn, you can react to the enemy, interrupting his turn.

ios into a coherent campaign.

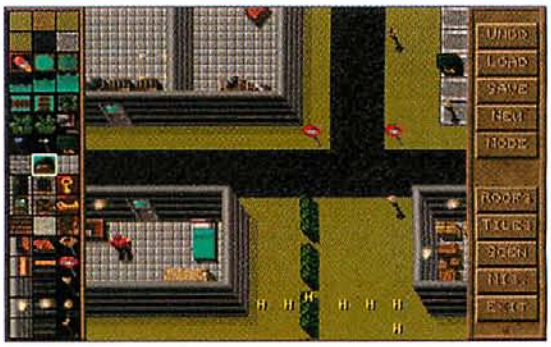
In the scenario designer, you first encounter the main interface screen. From here, you lay down tiles (17 different tile sets range from desert to urban to snow), create buildings, hide objects and place enemies. However, the heart of the scenario designer is the dialog box that pops up when you click on the SCEN button. It's here that you pick the mission parameters: how many players, what the mission goal is for each player, starting objects and goal objects.

There are a large number of different mission goals available, making for some very flexible scenarios. There are many possible mission goals, including: kill everyone, escort a civilian, take a picture of an installation, steal a map, place a land mine. It's possible to design a multiplayer scenario where each player can succeed, or where only one player can win.

Once you place AI enemies for single player scenarios, you can give them initial weapons and specify what equipment they'll drop when they die (they don't have to be the same.) One of the nice touches to the scenario designer is the ability to set triggers. A bomb trigger will detonate an explosive–and the explosive can be anywhere on the map, not necessarily co-located with the trigger. One interesting trigger is one that, if tripped, sends the enemy AI units charging towards your location. There's also a "panic trigger"–if an AI unit spots you, it will make a beeline for the panic trigger, which will set off bombs.

With all these options, the scenario designer is limited only by your imagination.

In addition, there's a simple campaign builder, in which you assemble scenarios in a set order to create a linear campaign. When played, you still get your usual briefing from Gus.



IF YOU BUILD IT... The robust scenario editor lets you place buildings and objects, specify AI, and set mission goals, among other parameters.

THE MOST DANGEROUS GAME

The multiplayer implementation in DEADLY GAMES works best over an IPX network (with Kali over the Internet, it's pretty slow), where up to four players can contest a single scenario or a full campaign. Being turn-based rather than real-time, though, you're often in the position of waiting for other players to complete their turn. However, if an enemy is spotted, an interrupt can occur, giving the opposing player the chance to react. Interrupts in multiplayer games are even more nerve-wracking than in single player mode, and some nice ambushes can be set up.

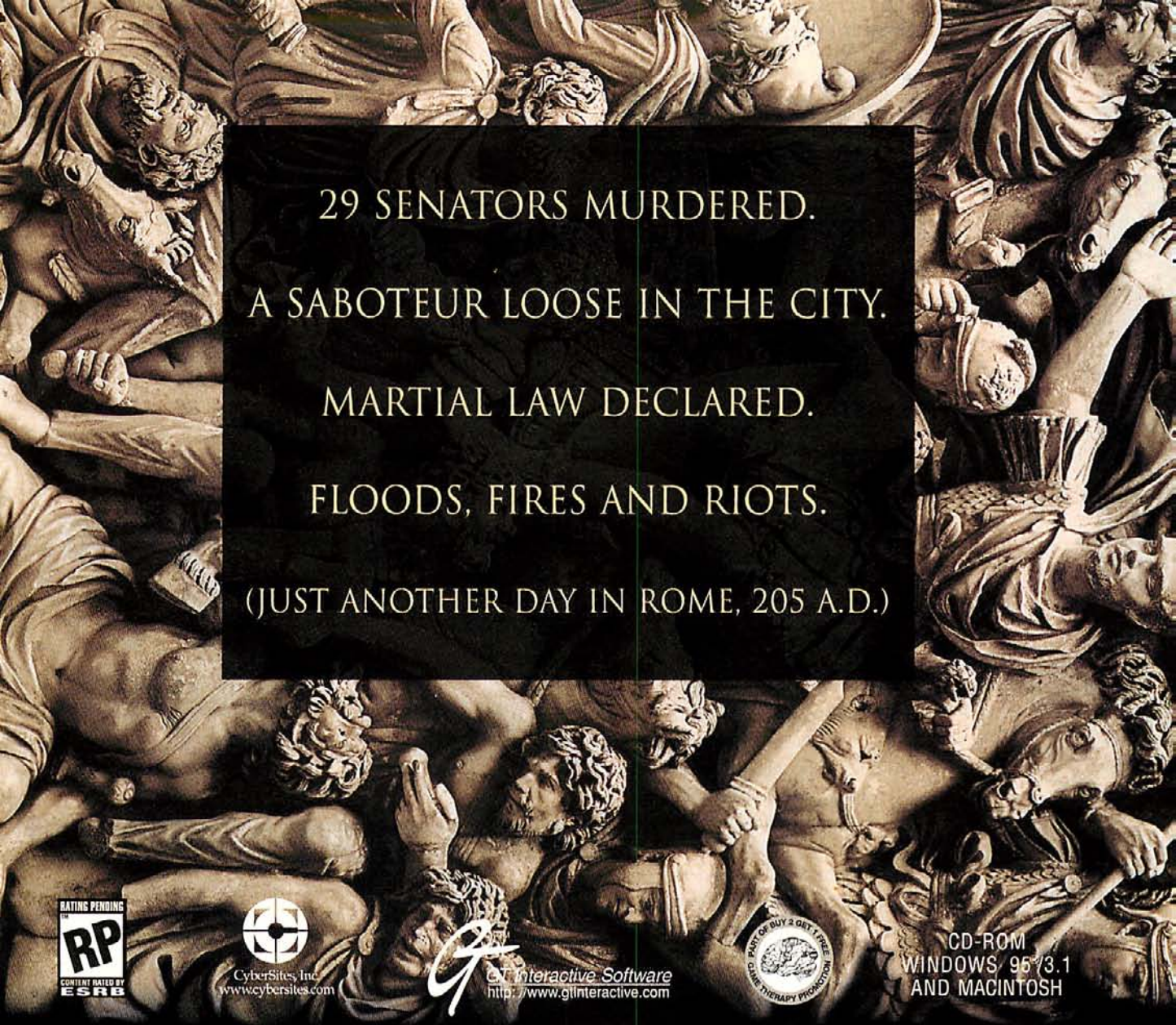
JAGGED ALLIANCE: DEADLY GAMES builds on the original with a superb scenario designer and solid multiplayer options. While it's a good single-player game in its own right, it really shines when you get together with three of your friends for a good firefight. With the patch in place to make the game even more flexible, the only thing we'd wish for is higher resolution graphics and better Internet play.

APPEAL: Fans of the original, or anyone looking for an engrossing multiplayer, tactical strategy game.

PROS: Multiplayer capabilities (with an extra CD included!), a scenario editor, good solo campaign, more mercenaries, and the excellent JAGGED ALLIANCE tactical combat engine.

CONS: Plain VGA graphics; Internet play could be better.

CG RATED



Totally immersive and faster than the hit web game, SPQR takes you inside an historically accurate reconstruction of Imperial Rome. Only catch is, there's a plot afoot to destroy it. As a gifted inventor's apprentice, you must discover the true identity of the saboteur. You'll call upon your knowledge and skill to navigate a labyrinth of politics, murder and deceit. Succeed, and the Empire is saved. Fail, and it's turn out the lights. Don't feel pressured or anything though.



S·P·Q·R

THE EMPIRE'S DARKEST HOUR

S.P.Q.R., S.P.Q.R. The Empire's Darkest Hour™ and CyberSites are trademarks of CyberSites, Inc. ©1996 CyberSites, Inc. All Rights Reserved. Created by CyberSites, Inc. Published and distributed by GT Interactive Software Corp. Windows® is a registered trademark of Microsoft Corporation. Macintosh® is a registered trademark of Apple Computer, Inc. All trademarks are property of their respective companies.

World Creation 101

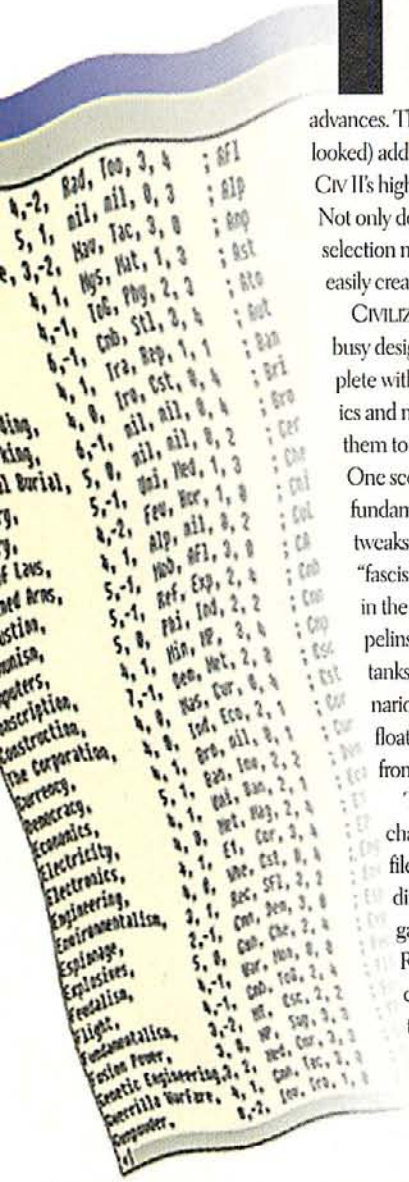
Making New Units, Scenarios And Rules For CIVILIZATION II

by Loyd Case

The verdict on CIVILIZATION II—Microprose's follow-up to the classic, addictive game of world conquest—has been nothing but glowing. Most of the praise is heaped upon the enhanced graphics, new units, new Wonders of the World and new civilization advances. The most significant (and over looked) addition to the game, though, is CIV II's high degree of customizability. Not only does CIV II have a robust game selection menu, but it also allows you to easily create your own worlds.

CIVILIZATION II players have been busy designing custom scenarios, complete with new terrain, new unit graphics and new rules, then uploading them to some of the online services. One scenario, for example, replaces fundamentalism with fascism, and tweaks communism as well. This "fascism patch" also adds new units in the form of storm troopers, zeppelins, dive bombers and heavy tanks. There is even a custom scenario of the Battle of Tatooine floating online, with units lifted from the *Star Wars* universe.

The key to making all these changes is stored in simple text files that reside in the game directory. Many of the basic game rules exist in the RULES.TXT file. CITY.TXT contains city names. Much of the game art lies in GIF files, a common, standard file format that's easily editable with most paint programs.





1. The Game Core: RULES.TXT

The most significant file is RULES.TXT. This file contains information on many basic rules, civilization advances, Wonders of the World, units and leaders. The file is divided into twelve sections, each preceded by an "@" sign. The most useful sections (for modifications) are @COSMIC (basic rules), @CIVILIZE (civilization advances), @IMPROVE (city improvements), @ENDWONDER (when Wonders expire), @UNITS (unit info), @TERRAIN (terrain modifiers) and @LEADERS (info on leaders).

To illustrate how this works, lets create a new type of unit and define the technology advance that will enable it.

CREATING A NEW TECHNOLOGY

The format for a technology advance looks like this:

Advance Name, AI Value, AI Modifier, Preq1, Preq2, Epoch, Knowledge Category

In the RULES.TXT file in the @CIVILIZE section, the Advanced Flight advance appears like so:

Advanced Flight, 4, -2, Rad, Too, 3, 4; Afl

Here are the definitions for each value:

AI Value: How important the AI considers the advance when choosing the next advance to research.

AI Modifier: Positive numbers are valued more by "peaceful" leaders, negative numbers are valued by "militaristic" leaders.

Preq1, Preq2: The advances that you must have before you can research this one.

Epoch: Ancient, Renaissance, Industrial or Modern (0, 1, 2 or 3).

Knowledge Category: Military, Economic, Social, Academic or Applied (0, 1, 2, 3 or 4).

The abbreviation for the advance is listed after the semicolon.



AS OF NOW, AIRLINE FOOD IS NO LONGER THE MOST DEADLY THING IN THE SKY.



LOOKS LIKE SALISBURY STEAK HAS FINALLY MET ITS MATCH. Introducing Agile Warrior: F-111X for Windows® 95. A game that's so intense you'll discover testosterone in places you never knew you had it. From the cockpit of one of the most advanced weapons in the sky, you'll fly numerous deadly missions while enjoying realistic explosions, blasting sound effects and the outlandishly advanced cutting-edge graphics you can only get with Windows® 95. Meanwhile, on the ground below, your arsenal of laser-guided munitions, napalm canisters, cluster bombs, 20mm cannons and air-to-ground missiles will insure you wreak havoc on anything and everything in your path. All in unlimited access, on-the-fly 3-D environments. Agile Warrior: F-111X.

We love to destroy.
And it shows.

Designed for Microsoft® Windows®95

BLACK OPS ENTERTAINMENT

Virgin INTERACTIVE entertainment

TEEN AGES 13+ CONTENT RATED BY ESRB





INTRODUCING AGILE WARRIOR: F-111X™ FOR WINDOWS® 95.

www.vie.com

Agile Warrior: F-111X © 1995, 1996 Virgin Interactive Entertainment, Inc. and Black Ops Entertainment, Inc. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd. Microsoft, Windows and the Windows Logo are registered trademarks of Microsoft Corporation.

The last three entries in the advances list (@CIVILIZE) are for user-created advances. Let's create an advance we'll call "VTOL" (short for Vertical Takeoff and Landing), which would be something a Harrier attack aircraft would need. However, the unit we'll create with this advance is a ship: the Tarawa-class assault ship, which can carry aircraft *and* land units.

The VTOL advance would look like this:

VTOL, 3, -1, CA, nil, 3, 0; U1

The AI would consider this a moderately useful but not high-priority advance, and it would be more compelling for militaristic leaders. It requires combined arms, but nothing else (that's what the "nil" entry means.) It's a modern era advance and is military in nature.

CREATING A NEW UNIT

Okay, now that we have a new civilization advance, let's create the unit. The unit descriptions are listed like so:

Name, Expires, Domain, Move, Range, Attack, Defense, Hits, Firepower, Cost, Hold, Preq, Flags

A settler unit, as an example, would look like this:

Settlers, Exp, 0, 1, 0, 0a, 1d, 2h, 1f, 4, 0, 5, nil, 0000000000000000

Here are the definitions of each value:

Name: The name of the unit type.

Expires: After this civilization advance, new units of this type can no longer be made.

Domain: Movement domain—ground, sea or air (0, 1 or 2).

Move: This is the number of movement points the unit has.

Range: Fuel supply carried by air units.

Attack: Chance to hit opponent when attacking.

Defense: Chance to score hit when defending.

Hits: The number of points (x10) of damage the unit can sustain before being destroyed.

Firepower: Each hit causes this many points of damage.

Cost: Build cost of the unit, in shield rows.



Hold: How many units a ship may carry.

Role: The number designates what special abilities a unit has (5 gives the unit Settler abilities; 0 designates an offensive unit).

Preq: The civilization advance that must be researched before this unit is built.

Flags: A special number, in binary format, that controls special advantages and restrictions. This number is 15 digits wide, but it's the position that's important. If the second digit from the right is a 1, then the unit can ignore zones of control. This number would look like: 000000000000010. The RULES.TXT file lists all the possible positions and what special abilities they confer.

So, since we've already created the VTOL technology, we can now create the resultant Tarawa assault vessel. The Tarawa statistics would look like this:

Tarawa, nil, 2, 6, 0, 2a, 6d, 4h, 2f, 10, 3, 2, U1, 0000000100000001

The Tarawa is an assault carrier, but it's only capable of carrying VTOL strike aircraft and helicopters. It also carries a contingent of marines. Civ II doesn't like "dual role" units, so I couldn't have it carry both land units and aircraft. Having an assault ship carry stealth bombers would have been unrealistic, anyway. Since the Tarawa class aircraft is used for ground support, I generalized the ability by giving it the same capabilities as an Aegis cruiser and allowing it to carry three land units in the hold. Of course, you can't build one unless you have researched VTOL technology.

A brand new game every month before you get tired of the old one!

ONLY $59.95 PER YR. ONE TIME CHARGE!

Here is what happens when you become a GOMC® member:

- Receive a new game for Windows based systems on a CD each month
- 12 new games each year for less than you would normally spend for one game
- New games at pre-market prices prior to publication
- MONEY BACK GUARANTEE: If not satisfied after receipt of first game, return game within 30 days for a full refund.

JOIN TODAY BY SENDING US YOUR NAME, ADDRESS, PHONE NUMBER ALONG WITH YOUR CHECK/MONEY ORDER OR CREDIT CARD NUMBER WITH EXP. DATE. AMERICAN EXPRESS AND DISCOVER ACCEPTED, OR PHONE OR FAX YOUR ORDER – WE WILL BILL YOU!



Astron Publishing, Inc.'s
Game Of The Month Club®
1101 17th Street, N.W., Ste. 408,
Washington, D.C. 20036
Tel: 202-331-9789 • Fax: 202-872-0286
Toll Free: 800-982-2578
email to dagreene@wbonepub.com

Circle Reader Service #298

2. Creating A New Look

Now we have a new tech and a new unit. But wait—what's it going to look like?

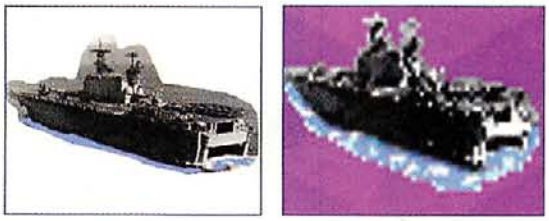
The generic replacement for a sea unit is a bit goofy (a catamaran), so I found a photograph of a Tarawa on the Internet. Using Photoshop, I reduced it to a 64-pixel-wide icon and pasted it into the UNITS.GIF file, making sure to use the color palette from UNITS.GIF. (Note: you don't need an expensive package like Photoshop; Paintshop Pro, version 3.12, works just as well, and it's shareware.)

Next, the Tarawa vessel has to sound right when it's attacking. CIVILIZATION II uses a sound file named CUSTOM3.WAV for the third user unit slot (which is where I put the Tarawa entry). I simply went into the SOUND directory (in the Civ II game directory) and copied NAVBTTL.WAV to CUSTOM3.WAV.

Now the customization is complete: a new technology, which spawns a new type of unit, complete with graphics and sound.



A NEW LOOK This is the UNITS.GIF file where the graphic images of all units are stored. You can open it with a competent paint program and alter these units or import files of your own.



BEFORE AND AFTER on the left is the picture of the Tarawa taken from online, and on the right is the Tarawa unit graphic created with Photoshop.

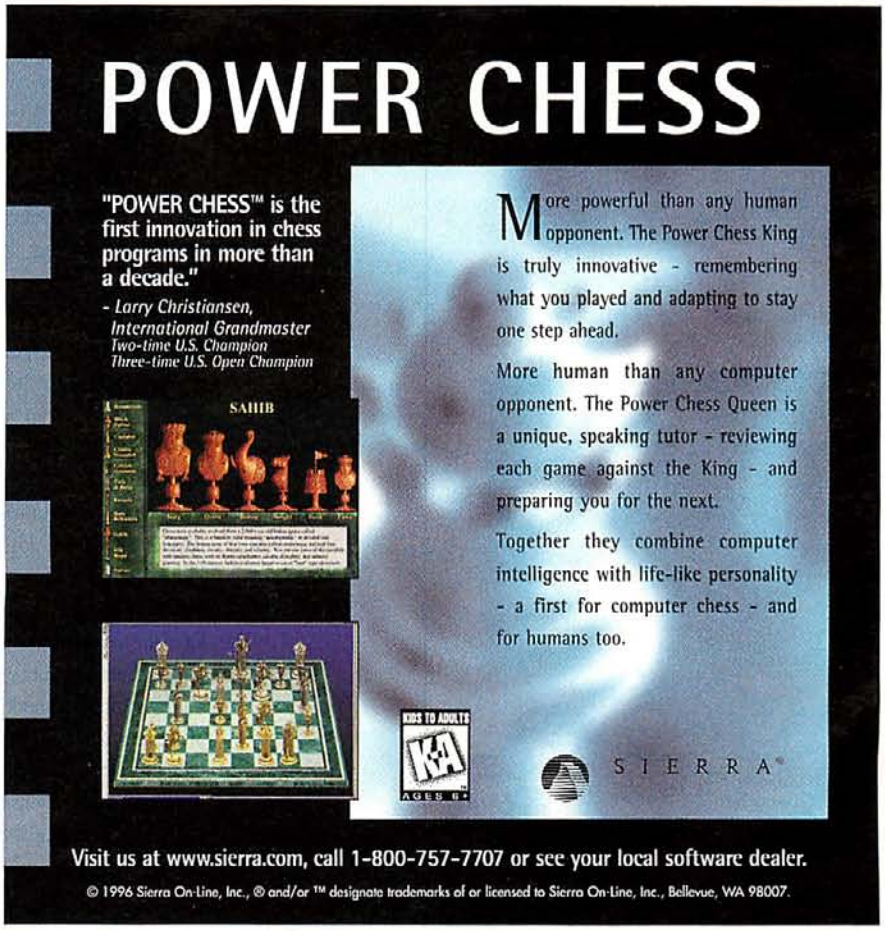
3. Playtesting

The only way to tell if any customization adds a positive element to the game is to playtest it. If a unit is *too* strong (a dangerous temptation), then the AI makes those units to the exclusion of many others. If the unit is somehow not useful, then the AI may never make one.

You can also "cheat," however. For example, let's say you make a very powerful ground unit, but you never want the AI to use it against you. All you need to do is give the unit a role as a diplomat. The AI won't use it to attack you, but you can freely use the unit on attack. However, these kinds of cheats really make the game less fun.

SCENARIOS

We've seen how rules, units and even technologies can be customized, but another fun aspect is creating scenarios. The two scenarios supplied with CIVILIZATION II are WWII and Rome. These two only touch on what can be done with scenarios. I've come across scenarios online that included a "mech"



Circle Reader Service #82

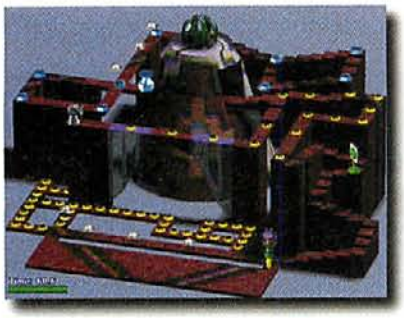


The riveting new action-strategy game from Actual Entertainment

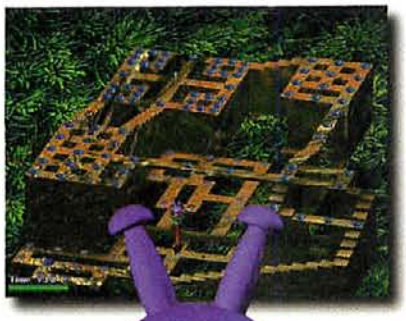
"The graphics are simply stunning!"
-C|NET



"Pure fun"
-Kevin Perry, Happy Puppy Games



"I love this game!"
-you





scenario that seemed like a cross between the *Battletech* and TERRA NOVA universes, and an *Alexander the Great* scenario officially released by Microprose.

Creating a scenario is simple. If you want to create a scenario using a particular map, then you either need to find the map (usually online) or create one yourself using the map editor. If you like, you can even alter terrain graphics, which are in the files TERRAIN1.GIF and TERRAIN2.GIF.

Once you have your map, you start up CIV II as usual, either picking your custom map or having the game build a world for you. Once the game starts, you go to the menu labeled "cheat" and then toggle cheat mode to on. Cheat mode is not really for cheating (although you can certainly use it for that purpose), but rather for building scenarios.

In cheat mode, you can do a variety of things, including setting the game year, laying down roads and cities, and even placing units. You can edit kings, cities and technologies. In short, you can establish when the game starts, who will be in it and what all the players have.

The most important entry in the cheat menu is the Scenario Parameters option. This is where you really create the heart of the scenario. Parameters you adjust include victory conditions, when the scenario starts and ends, how much time passes per turn, and others. There are two important considerations when setting scenario parameters. First, never use "Special WWII AI." This is a special option put in place for the World War II scenario supplied by Microprose, and it can cause mysterious behavior in other scenarios. Second, there is a special victory condition setting, "Toggle Use Objective Victory Flag." Setting this means that the game ends when certain objectives (e.g., cities) have been taken. You can specify that Wonders of the World are counted. It's worthwhile playing the Rome scenario to see how an objectives-based scenario works. (For example, you can no longer build Wonders; you now have to capture them.)



FIGHTING WITH SOME FORCE These familiar-looking units are part of a custom-designed scenario involving the Battle of Tatooine, complete with *Star Wars* troops, from AT-ATs to TIE Fighters to X-Wings.

AND MORE...

There are lots of other things you can do in CIV II, ranging from changing the personalities of the AI kings to altering the default city names. With the version 1.11 update, you can even specify which city improvements the AI will build using the AUTOBUILD option (the patch also includes "smart settlers," which takes a lot of the tedium out of managing settlers and engineers). Take the time to explore, but make sure you back up your files first, before making any changes.

The great thing about all of CIV II's flexibility is you can pursue whatever level of customization you like. Minor changes are built in (such as being able to turn off spaceship building), and creating a scenario allows you to interactively make some serious alterations to the game. But real customization requires rolling up your sleeves, firing up the bitmap editor and pouring over all the different text files. If you try, you might end up crafting a whole new game all your own.

Circle Reader Service #152

So Much Action,

Smash through enemy lines with 60 tons of armored steel and 120mm cannon fire in *i*M1A2 Abrams™. From the creators of M1 Tank Platoon®, comes the tank simulation called "One of the year's hottest games" by *PC Gamer.*

Blast enemy helicopters, tanks and troops with a full arsenal of rockets, missiles and 20mm cannons. Do it all as you race across the treetops in Hind™, the helicopter simulation from the developers of Apache™, Best Sim of the Year*.

Attack enemy fighters, demolish enemy headquarters and take the controls of all the great fighters of WWII in Air Warrior® II. Also included is a gateway to internet gaming with 20 free hours from CompuServe®.







©1996 Interactive Magic. All Rights Reserved. M1 Tank Platoon is a registered trademark of MicroProse, Inc. Air Warrior is a registered trademark of Kesmai Corp. *i*M1A2 Abrams, Hind, Apache, American Civil War From Sumter to Appomattox, and Destiny are trademarks of Interactive Magic. Harpoon is a registered trademark of Larry Bond and Chris Carlson. • *Voted "Best Sim of the Year"—PC Gamer

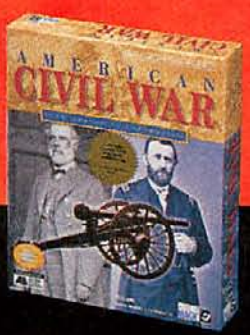
Interactive Magic, P.O. Box 13491, Research Triangle Park, North Carolina 27709, 800-298-0872

So Little Time

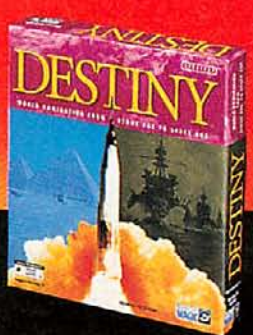
Pulverize Union or Confederate lines as you decide the fate of the Nation. Called "The only strategic Civil War game worth buying," by *Computer Gaming World*, American Civil War includes a multi-media history of the Civil War.

Fire harpoon and tomahawk missiles at enemy battleships and carriers as you command the Navy's most powerful ships. It's Harpoon® Classic 97, from the award winning designers of Harpoon Classic, voted "Wargame of the Year" by *PC Gamer*.

Dominate the world as you build a nation through military and scientific discovery. Destiny™ is the multi-player strategy game where you civilize and conquer the world, from the Stone Age to the Space Age.







Simulation and Strategy Gaming

Get all the details at www.imagicgames.com

INTERACTIVE MAGIC

© 1996 Interactive Magic

Circle Reader Service #172

You've been waiting for this sequel. He's been waiting for you.

MASTER OF ORION™ II
BATTLE AT ANTARES™







In your strategic quest for galactic supremacy, the Antarians eagerly await to exact their vengeance.

Play it solitaire. Play it with friends over LAN.
Play a hot seat game or via modem. Just play it.

Visit your local retailer or call 24 hours: 1-800-695-GAME (U.S. and Canada).

MICROPROSE

www.microprose.com

Available on PC CD-ROM

RATING PENDING RP CONTENT RATED BY ESRB

© 1996 MicroProse Software, Inc. MASTER OF ORION and BATTLE AT ANTARES are trademarks and MICROPROSE is a registered trademark of MicroProse Software, Inc. All other trademarks are the property of their respective holders. Call 1-800-771-3772 for information on Game Ratings.

Circle Reader Service #217

Computer Gaming World

FREE PRODUCT INFORMATION

IT'S AS EASY AS 1,2,3

1. Fill in your name and address and check off your answers to the seven research questions.
2. Circle the numbers on the card that correspond to the ads or articles you'd like more information about.
3. The literature will be mailed to you from the advertiser free of charge.

CIRCLE FOR FREE INFORMATION

Void after March 31, 1997

001	002	003	004	005	006	007	008	009	010	011	012	013	014	015	016	017	018	019	020	021	022	023	024	025
026	027	028	029	030	031	032	033	034	035	036	037	038	039	040	041	042	043	044	045	046	047	048	049	050
051	052	053	054	055	056	057	058	059	060	061	062	063	064	065	066	067	068	069	070	071	072	073	074	075
076	077	078	079	080	081	082	083	084	085	086	087	088	089	090	091	092	093	094	095	096	097	098	099	100
101	102	103	104	105	106	107	108	109	110	111	112	113	114	115	116	117	118	119	120	121	122	123	124	125
126	127	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143	144	145	146	147	148	149	150
151	152	153	154	155	156	157	158	159	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175
176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191	192	193	194	195	196	197	198	199	200
201	202	203	204	205	206	207	208	209	210	211	212	213	214	215	216	217	218	219	220	221	222	223	224	225
226	227	228	229	230	231	232	233	234	235	236	237	238	239	240	241	242	243	244	245	246	247	248	249	250
251	252	253	254	255	256	257	258	259	260	261	262	263	264	265	266	267	268	269	270	271	272	273	274	275
276	277	278	279	280	281	282	283	284	285	286	287	288	289	290	291	292	293	294	295	296	297	298	299	300
301	302	303	304	305	306	307	308	309	310	311	312	313	314	315	316	317	318	319	320	321	322	323	324	325
326	327	328	329	330	331	332	333	334	335	336	337	338	339	340	341	342	343	344	345	346	347	348	349	350
351	352	353	354	355	356	357	358	359	360	361	362	363	364	365	366	367	368	369	370	371	372	373	374	375
376	377	378	379	380	381	382	383	384	385	386	387	388	389	390	391	392	393	394	395	396	397	398	399	400

1. What is the highest level of education that you completed? (Check one only)
01. ☐ Some high school or less
02. ☐ Graduated High School
03. ☐ Some College or Technical school
04. ☐ Graduated College
05. ☐ Post Graduate school

2. Computer currently owned is: (Check all that apply)
01. ☐ IBM compatible (Intel standard)
02. ☐ MacIntosh
03. ☐ Amiga
04. ☐ Dedicated game machine
05. ☐ None

3. If Intel, what level? (Check one only)
01. ☐ Power PC
02. ☐ Pentium (586)
03. ☐ 486
04. ☐ 386
05. ☐ 286

4. Do you own (or plan to buy in next 6 months) a CD-ROM? (Check one only)
01. ☐ Own
02. ☐ Plan to buy (6 months)

5. How often do you usually buy computer games? (Check one only)
01. ☐ Once a week
02. ☐ Once every two to three weeks
03. ☐ Once a month
04. ☐ Once every two to three months
05. ☐ Once every four to six months
06. ☐ Once a year

6. Where are you most likely to purchase games? (Check all that apply)
01. ☐ Independent computer store
02. ☐ Consumer electronic store
03. ☐ Mass merchandising store
04. ☐ Computer store chain
05. ☐ Direct from vendor
06. ☐ Mail order

7. What is your (and others in household) favorite type of game? (Check one in each column)

	Yourself	Other 1	Other 2
01. Strategy			
02. War/Military			
03. Role Playing			
04. Brain Teasers			
05. Card			
06. Sport			
07. Action/Arcade			
08. Educational			
09. Adventure			

Name

CGW 12/96-4

Title

Telephone

Company Name

Address

City

State

Zip

4. ☐ Please send me a one-year (12-issue) subscription to Computer Gaming World for $27.94 (U.S. price); all other countries add $16.00 for additional postage.

In a Hurry? Fax This Card To: 609-829-0692

FOR QUICKER RESPONSE
FAX TO
(609) 829-0692

Free Product Information

NO POSTAGE
NECESSARY
IF MAILED
IN THE
UNITED STATES

BUSINESS REPLY MAIL

FIRST-CLASS MAIL PERMIT NO. 433 RIVERTON, NJ

POSTAGE WILL BE PAID BY ADDRESSEE

Computer Gaming World

PO BOX 10126
RIVERTON, NJ 08076-8626

ADVERTISER INDEX

FREE

R.S. #	COMPANY	PRODUCT	PAGE
120	7th Level, Inc.	G-Nome	172,173
102	7th Level, Inc.	Monty Python & the Quest for the Holy Grail	337
248	Access Software, Inc.	Links LS	298
246	Access Software, Inc.	The Pandora Directive	299
357	Acclaim Entertainment	Alien Triology PC	280
232	Acclaim Entertainment	NBA Jam Extreme	177-179
253	Acclaim Entertainment	Space Jam PC	141
296	Acclaim Entertainment	WWF In Your House	131
291	Accolade	Eradicator	C5-C7
360	Accolade	Test Drive	2,3
356	ACT Laboratory Ltd.	Power Ramp	135
371	Activision	1996 Holiday Promotion	99-113
366	Activision	Dark Reign	10,11
367	Activision	Interstate 76	316,317
245	ActSoft, Inc.	Mail Order Products	418
219	Actual Entertainment	Gubble	404
352	Advanced Gravis	Grip/Game Pad Pro	190,191
37	Alfadata Computer Technic	Alfa Twin	195
52	Altec Lansing	Hearing Aides	277
*	American Softworks Corporation	Ten Pin Alley	58
*	Apple Computer	Home T2C	132,133
298	Astron Publishing	Computer Game of the Month Club	402
106	ATI Technologies Inc.	3D Proturbo/Xpression	32,33
372	ATI Technologies Inc.	Tornado	39
48	Berkeley Systems	Jack-Sports	15
383	Bethesda Softworks	Daggerfall	162,163
389	Bethesda Softworks	SkyNet	129
266	Blizzard Entertainment	Diablo	54,55
171	Blue Byte Systems	Archidemean Dynasty	159
228	BRE Software	CD ROMs	414
368	Broderbund	Koala Lumpur: Journey to the Edge	71
75	Bungie Software	Marathon 2	17
60	CH Products	Force FX	360
256	Chips & Bits	Board Games	415
353	Chips & Bits	Mail Order Adult	421
97	Chips & Bits	Role Playing Games	417
56	Chips & Bits	www.cdmag.com/chips.html	221-223
*	Compaq Computer Corp.	Compaq Presario 8000 Series	72,73
59	Computer Game Resource	Mail Order CD-ROM	418
258	Cyberdreams, Inc.	NOIR	171
385	Diamond Multimedia	Monster 3D	267
*	Dreamworks Interactive	The Neverhood	29
233	Earth Link	Arena	149
276	Eidos	Tomb Raider	44,45
386	Electronic Arts	EA Sports	241-255
365	Electronic Arts	EA Sports	350,351
359	empire Interactive Entertainment	Stars	"93,95"
127	Enteractive	Sacred Mirror of Koftin	175
257	Falcon Northwest	Falcon MACH V	76,77
93	Gamer's Gold	Mail Order Products	413
*	Gametek	Suface Tension	288
*	Gametek	The Art of Fly Fishing	356
*	Gateway 2000	Destination	271-274
390	Graphic Simulations Corp.	Amber Journeys Beyond	269
57	Graphic Simulations Corp.	F/A-18 Hornet 2.0	211
293	GT Interactive Software	2 for 1 Promotion	146,147
374	GT Interactive Software	Amok	182,183
47	GT Interactive Software	Area 51	85
205	GT Interactive Software	Bedlam	315
373	GT Interactive Software	Duke Nukem	C2-C4,1
222	GT Interactive Software	Flesh	219
261	GT Interactive Software	NBA Hangtime	345
361	GT Interactive Software	Scorcher	212,213
204	GT Interactive Software	SPQR	399
229	GT Interactive Software	XS	185
375	GTE Entertainment	GTE Entertainment	367
244	GTE Entertainment	NCAA Basketball	372,373
115	GTE Entertainment	Timelapse	368,369
240	GTE Entertainment	Titanic	370,371
382	Harman Multi-media	JBL	115
378	Hasbro Interactive	Battleship CD-ROM	328
380	Hasbro Interactive	Risk CD-ROM	329
363	IBM	Emergency Room	145
214	iNSCAPE	Assassin 2015	308
213	iNSCAPE	Drowned God	303
211	iNSCAPE	RAVAGE	125
172	Interactive Magic	Family Ad	406,407
74	Intergraph Computer Systems	The Reactor	189
391	Intermark Corp	Touchdown	338
91	Interplay Productions, Inc.	Blood & Magic	285
169	Interplay Productions, Inc.	Conquest of the New World Deluxe	19
113	Interplay Productions, Inc.	Descent II The Infinite Abyss	239
123	Interplay Productions, Inc.	Descent to Undermountain	138,139
263	Interplay Productions, Inc.	Dragon Dice	301
354	Interplay Productions, Inc.	Fallout Win '95	9
355	Interplay Productions, Inc.	Fragile Allegiance	305
79	Interplay Productions, Inc.	MAX	154,155
264	Interplay Productions, Inc.	Of Light and Darkness	297
58	Interplay Productions, Inc.	Pro Pinball	335
269	Interplay Productions, Inc.	Realms of the Haunting	289,291,293
243	Interplay Productions, Inc.	Reloaded	361,363,365
50	Interplay Productions, Inc.	Shattered Steel	323
*	Interplay Productions/NEC	PowerPlayer Sweepstakes	379
297	Jazz Speakers	Speakers	153
381	Kali, Inc.	Online Gaming	83
262	Labtec Enterprises, Inc.	Quick Sound	168
*	Logitech	WingMan Warrior	165

FREE

R.S.#	COMPANY	PRODUCT	PAGE
119	LucasArts Entertainment Co.	Star Wars Archives	143
259	Matrox Graphics, Inc.	Matrox Mystique	279
370	Maxis	Full Tilt! 2 Pinball	332
76	Maxis	SimGolf	333
71	Megamedia Corporation	Admiral Sea Battles	389
125	Megatech Software	Power Dolls	75
251	Microforum	Huygen's Disclosure	60
294	Micronics	R3D	260-261
192	MicroProse	Civilization II	362
152	MicroProse	Magic The Gathering	405
217	MicroProse	Master of Orion II	408
*	Microsoft	Basketball	341
*	Microsoft	Close Combat	12,13
*	Microsoft	Flight Simulator	358,359
*	Microsoft	Hell Bender	137
*	Microsoft	Monster Truck Madness	41
*	Microsoft	Sidewinder 3D Pro Joystick	377
*	Microsoft	Sidewinder Gamepad	311
392	Mindscape	Nothing to Do?	392
358	Mission Control Software	Mail Order Products	420
362	Mpath Interactive	MPlayer	50,51
260	NEC Technologies	PowerPlayer	4,5
220	NovaLogic, Inc.	Military Combat Simulations	26,27
39	ORIGIN Systems, Inc.	Crusader	C8
231	ORIGIN Systems, Inc.	Privateer the Darkening	118-123
285	OT Sports	College Football	157
116	Pixis Interactive	Butt-Man Website	414
134	Playmates Interactive Entertainment	MDK	69
*	Playmates Interactive Entertainment	Powerslave	36-37
287	Psygnosis, Inc.	Destruction Derby 2	79
282	Psygnosis, Inc.	Krazy Ivan	81
148	Pulse Entertainment	Bad Mojo	49
67	QuickShot Technology, Inc.	Master Pilot	383
112	R & G Games	Used Game Software	418
379	RandomSoft/Smart Games, Inc.	Smart Games	42
388	ReadySoft, Inc.	Deus	237
*	S3, Inc.	S3D	57,59,61,63
83	SC&T2	Per4mer Turbo Wheel	278
179	SEGA of America	Daytona	353
109	SEGA of America	Three Dirty Dwarves	232,233
270	SEGA of America	Virtua Fighter PC	324-325
201	SEGA of America	Virtua Squad	181
267	SegaSoft	Obsidian	282,283
351	SegaSoft	Rocket Jockey	312,313
158	Sierra On-Line	Birthright	290
111	Sierra On-Line	Front Page Sports:Golf	23
87	Sierra On-Line	Hoyle-Casino	270
216	Sierra On-Line	Hoyle-Poker	268
154	Sierra On-Line	Hunter/Hunted	66
235	Sierra On-Line	Leisure Suit Larry	56
234	Sierra On-Line	Nascar 2	346,347
82	Sierra On-Line	Power Chess	384,403
202	Sierra On-Line	Sierra Holiday	197-208
136	Simon & Schuster Interactive	Rex Blade	217
241	Simon & Schuster Interactive	Tom Clancy's SSN: Adventure Runs Deep	307
162	Sir-Tech	Jagged Alliance Deadly Games	117
165	Sir-Tech	Nemesis A Wizzardry Adventure	31
250	Spot Media	Game Spot	364
163	Stereo Graphics	Simuleyes VR Goggles	187
89	Strategic Simulations, Inc.	Allied General PSX	229
43	Strategic Simulations, Inc.	Modern Battles	386
209	Strategic Simulations, Inc.	Necrodome	231
95	Strategic Simulations, Inc.	Silent Hunter - Patrol Disk	193
236	Strategic Simulations, Inc.	Star General	169
237	Strategic Simulations, Inc.	Warwind	166-167
*	Strategy First	Solid Ice Hockey	349
118	Syquest Technology Inc.	EZFlyer 230	64,65
364	Take 2 Interactive Software	Mission Studios Jet Fighter III	375
272	Talonsoft	The Age of Sail	416
124	The 3DO Company	Killing Time	20,21
107	The 3DO Company	Meridian	294,295
281	The Avalon Hill Game Company	CaveWars	25
161	ThunderSeat Technologies	ThunderSeat	259
155	Uncle John's Attic	Uncle John's Attic	414
40	United CD-ROM	Mail Order Products	419
384	V Communications	System Commander	47
105	Viacom New Media	DeathDrome	97
227	Viacom New Media	Divide Enemies	331
176	Viacom New Media	Slamscape	235
369	Virgin Interactive Entertainment	Agile Warrior	401
117	Virgin Interactive Entertainment	Circle of Blood	227
86	Virgin Interactive Entertainment	Command & Conquer:Red Alert	126,127
226	Virgin Interactive Entertainment	Command & Conquer: Win '95	390,391
167	Virgin Interactive Entertainment	Lands of Lore: Guardians of Destiny	286,287
238	Virgin Interactive Entertainment	Neo Hunter	161
183	Virgin Interactive Entertainment	NHL Powerplay '96	342,343
376	Virgin Interactive Entertainment	Scorched Planet	397
283	Virgin Interactive Entertainment	Screamer 2	327
239	Virgin Interactive Entertainment	Toonstruck	87-89
184	Virgin Interactive Entertainment	Z	394,395
*	VREX, Inc.	VR Surfer	276
286	Warner Books	QIN	292
80	Winner Products, Inc.	The 3D AUDIO Stick	265
45	WizardWorks Group, Inc.	Duke Nukem Add-On	215
387	WizardWorks Group, Inc.	T-MEK	257
135	Yamaha Corp. of America	Transistor Radio Speakers	262
377	ZD Net	NetBuyer	412

www.netbuyer.come

—and get it!



Computer Shopper introduces NetBuyer, the *best* one-stop, online shopping service for computer buyers — and it's free!

Now there's one super web site where you can shop with confidence and ease. With over 40,000 computer products and more than 180 vendors, **NetBuyer** is a direct shopper's paradise. A few smart moves of the mouse and you search and compare products, check specs and prices, get advice from the experts at Ziff-Davis, cash in on weekly specials and order what you want direct from vendors — online or on the phone.

From a world-class system to cables and adapters, you can search for it, find it, compare it and buy it without leaving your desk or testing your patience. It's a fast and powerful tool. Come see today. The service is free!

Go to NetBuyer on the World Wide Web (www.netbuyer.com) to enter the NetBuyer sweepstakes. Sweepstakes are open only to U.S. residents who are at least 18 years of age. A random drawing will occur each week between October 1st and December 24th. The prize for each weekly sweepstakes is a check for $500. No purchase necessary. Void where prohibited or restricted by law. Sweepstakes are subject to the full official rules posted on the NetBuyer web site.

Circle Reader Service #377

COMPUTER GAMING WORLD

Mail Order Mall

Save Time and Money Ordering Games by Phone



- Local Stores don't always have the games your looking for or the expert advice you need. Take a few minutes to shop the courteous and experienced salespeople in the pages of *Computer Gaming World's* Mail Order Mall.

GAMER'S GOLD

WE PAY CASH FOR USED GAMES

To Sell Us Games or Make Inquiries Call:

1-800-514-2637

12-5 Mon-Fri CST

In Canada, call 605-339-2060

call for authorization before shipping or FAX list for current quotes to 605-334-8766

(include your return address & FAX no.)

GAMER'S GOLD VIRUS FREE USED GAMES

WE SELL USED IBM GAMES

Call for current title availibility

1-800-377-8578

10-9 Mon-Sat, 12-5 Sun CST

Most items shipped same day. S5 Reg./S9 2nd Day Air

VISA/MasterCard/Discover/Money Orders/Cashiers Check

WE HAVE OVER 2,000 TITLES!

11th Hour-CD	$25	Fury 3-CD	$25	Silent Hunter-CD	$34
Aegis Guard. Flt-CD	15	FX Fighter-CD	15	Silent Steel-CD	33
Alien Logic-CD	9	Gabriel Knight 2-CD	35	Sim City 2000-CD	24
Aliens - CD	15	Gr. Naval Bttles 4-CD	25	Sim Tower-CD	27
Allied General-CD	29	Hive-CD	19	Space Bucks-CD	25
Alone In Dark 2	13	Jagged Alliance-CD	17	Space Quest 6-CD	27
Apache-CD	29	King's Quest 7-CD	10	Star Trek Fln. Unity-CD	24
Ascendancy-CD	19	Leg. of Kyrandia 3-CD	19	Star Trek Interactive-CD	22
Bad Mojo-CD	34	Leis. Suit Larry 6-CD	24	Star Wars Chess-CD	19
Battle Beast-CD	14	Lords of Midnight-CD	14	Steel Panthers-CD	32
Bio Forge-CD	15	Lost Eden-CD	12	Stonekeep-CD	24
Blue and Gray	10	Machiavill/Prince-CD	15	Strike Commander	10
Breach 3-CD	19	Mechwarrior 2-CD	34	TFX-CD	19
Caesar 2-CD	32	Menzoberranzan-CD	17	The Dig-CD	32
Civ Net-CD	29	Myst-CD	28	Thunderscape-CD	19
Civilization 2-CD	34	Nascar Racing-CD	29	Tie Fighter	15
Comnd & Conq-CD	35	Need for Speed-CD	33	Tie Fightr Coll. Ed.-CD	34
Comnd Aces Deep-CD	29	Orion Conspiracy-CD	15	Tony Larussa BB 3-CD	24
Conquer AD 1086-CD	25	Outpost	15	Top Gun/Fire at Will-CD	29
Conq. New World-CD	32	Phantasmagoria-CD	22	Torin's Passage-CD	33
Corridor 7	8	Police Quest 4	15	Trophy Bass-CD	33
Crusad/No Remrse-CD	29	Police Quest 5-CD	32	U.S. Navy Fighters-CD	28
Cybermage-CD	29	Power House-CD	15	Ultima 8: Pagan	19
Dark Forces-CD	28	Primal Rage-CD	29	Under Killing Moon-CD	14
Descent 2-CD	34	Quest for Glory 4-CD	17	V for Vic.:Victry Pk-CD	25
Druid-CD	19	Ravenloft 2-CD	25	Warcraft-CD	25
Duke Nukem 3D-CD	29	Rebel Assault 2-CD	25	Warcraft 2-CD	33
Dungeon Master 2-CD	15	Red Baron-CD	9	Wing Commander 3-CD	19
Earthseige 2-CD	32	Relentless-CD	15	Wing Commander 4-CD	35
EF 2000-CD	29	Ripper-CD	35	Witchhaven-CD	18
Fantasy General-CD	34	Ris&Rule Anc.Emp-CD	29	Zone Raiders-CD	19
Front Lines-CD	10	Rmnce of 3 King. 4-CD	29	Zork Nemisis-CD	35
Front Page FB '96-CD	25	Shannara-CD	19	*CALL FOR MORE TITLES*	
Full Throttle-CD	19	Shivers-CD	25	*CURRENTLY IN STOCK!*	

1008 W. 41st Street • Sioux Falls • South Dakota • 57105

Uncle John's ATTIC

www.johnsattic.com

Meet John. He's a gaming fanatic, inventor and something of a pack-rat. He's also got a little internet attic that's crammed to the rafters with computer & video games and accessories. All at prices that are as low or better than any store or internet source.

Buy your

GAMES

at the right price, and get 'em quick!



Tour! *John's Internet Attic*

Search! *for over 6,000 games with our Findomatic*

So, the next time you're wandering the net, stroll up the stairs to Uncle John's Attic. The floor boards may creak but the price and selection are always the best! If you're not on the web you can call Uncle John direct at:

1-800-397-7254.

Copyright 1996, Uncle John's Attic. All Rights Reserved.

Circle Reader Service # 155

THE MARKETPLACE

THE NO.1 ADULT VIDEO PRODUCER INVADES THE NET — BUTTMAN'S ULTIMATE

WEBSITE

www.buttman.com

HOT — UNLIMITED ACCESS OF EXCLUSIVE ADULT VIDEOS PHOTOS

CHAT ROOMS —
SPECIAL GUEST APPEARANCES —
ONLINE SHOPPING —
VIDEO REVIEWS —
INTERACTIVE GAMES —
& CONTEST AND MORE! —

WWW.PLANETPIXIS.COM

Circle Reader Service #116

BRE Software

FREE Shipping On orders over $50.00. Credit card orders call (800) 347-6760. Send Money Order orders to the address below.

FAX (209) 432-2599 | FAXBACK Info System (209) 432-2644
E-Mail: BRESW@AOL.COM | http://www.cybergate.com/bre

Turn your old CD-ROMs into CASH!!!

	We Sell Used / We Buy
11th Hour	29.95/14.00
7th Guest	19.95/10.00
A-10 2	29.95/15.00
Absolute Zero	29.95/14.00
Afterlife	34.95/18.00
Apache	29.95/12.00
Ascendancy	29.95/14.00
Battle Arena Toshinden	29.95/14.00
Bioforge	24.95/10.00
Buried in Time	29.95/14.00
Chronicles of the Sword	29.95/14.00
Civilization 2	34.95/16.00
Close Combat	34.95/14.00
Colonization	24.95/12.00
Command and Conquer	34.95/14.00
Command and Conquer Covert Missions	19.95/10.00
Crusader: No Regret	24.95/10.00
Crusader: No Remorse	19.95/8.00
Cyberia 2	29.95/14.00
Cybermage	29.95/14.00
D	29.95/14.00
Dark Forces	19.95/6.00
Deadlock	34.95/18.00
Descent	19.95/4.00
Descent 2	29.95/14.00
Dig	24.95/8.00
Doom 2: Hell on Earth	24.95/12.00
Duke Nukem 3D	34.95/16.00
Dungeon Master 2	24.95/8.00
Earthsiege 2	29.95/14.00
EF2000	29.95/14.00
Elder Scrolls Daggerfall	34.95/18.00
F-22 Lighting 2	34.95/16.00
Fade to Black	24.95/8.00
FIFA Soccer '96	29.95/12.00
Final Doom	29.95/12.00
Front Page Sports Baseball '96 Season	29.95/12.00
Front Page Sports Football '96	29.95/14.00
Full Throttle	19.95/6.00
FX Fighter	19.95/8.00
Grand Prix 2	34.95/18.00
Hardball 5	29.95/14.00
Heroes of Might and Magic	29.95/14.00
Hexen: Beyond Heretic	29.95/15.00
Hi-Octane	24.95/10.00
Indy Car Racing 2	34.95/16.00
Jane's ATF	34.95/15.00
Jane's ATF NATO Fighters	14.95/6.00
Jane's AH-64D Longbow	34.95/16.00
Madden '97 Football	29.95/14.00
Magic Carpet 2	24.95/14.00
Master of Magic	29.95/12.00
Mechwarrior 2: The Clans	29.95/12.00
Mechwarrior 2: Ghostbear	19.95/8.00
Mechwarrior Mercenaries	34.95/18.00
Mortal Kombat 2	19.95/10.00
Mortal Kombat 3	24.95/12.00
Myst	19.95/8.00
NASCAR Racing	29.95/12.00
NBA Live '96	24.95/10.00
Need for Speed	29.95/15.00
NHL Hockey '96	29.95/12.00
PBA Bowling	24.95/10.00
PGA Tour Golf '96	29.95/12.00
Phantasmagoria	29.95/10.00
Police Quest SWAT	29.95/15.00
Primal Rage	24.95/10.00
Quake	34.95/15.00
Rebel Assault 2	24.95/10.00
Road Rash	29.95/14.00
Sam & Max Hit the Road	9.95/3.00
Screamer	29.95/15.00
Shannara	34.95/16.00
Shivers	29.95/10.00
Silverload	29.95/12.00
Sim Isle	19.95/10.00
Sim Tower	24.95/12.00
SimCity 2000	24.95/12.00
Spycraft	34.95/15.00
Star Control 3	34.95/16.00
Star Trek DS9 Harbinger	29.95/14.00
Stonekeep	24.95/12.00
Strife	29.95/15.00
Terminator Future Shock	29.95/15.00
Tie Fighter Collectors CD	29.95/15.00
Time Commando	29.95/14.00
Top Gun	29.95/14.00
Total Mayhem	34.95/15.00
Ultimate Doom	24.95/10.00
U.S. Navy Fighters Gold	29.95/14.00
VFX Wipeout	34.95/16.00
Virtual Pool	29.95/14.00
Warcraft: Orcs and Humans	14.95/8.00
Warcraft 2: Tides of Darkness	29.95/15.00
Warcraft 2 Expansion	24.95/10.00
Warhammer: Shadow of the Horned Rat	29.95/15.00
Wetlands	29.95/14.00
Whiplash	24.95/12.00
Wing Commander 3	24.95/10.00
Wing Commander 4	34.95/15.00
Wipeout	29.95/14.00
Witchaven	24.95/10.00
Witchaven 2	29.95/14.00
Wizardry Gold	29.95/12.00
Worms	29.95/12.00
X-Com 2	24.95/10.00
X-Wing Collectors CD	19.95/10.00
Z	34.95/16.00
Zork Nemesis	34.95/15.00

To Sell CD-ROMs

1. On a full sized piece of paper, write your name, complete address, phone number and a list of all games you are selling.
2. If you would like to purchase other CD-ROM games, list the titles you would like to order on the same piece of paper.
3. Pack your games and paperwork in a box and send it to the address below. Your check will normally be mailed within 2-3 working days of receiving your package.

Send your games to:

BRE Software
Dept CGW12
352 W. Bedford Suite 104
Fresno, CA 93711

Call for FREE Catalog (800) 347-6760

All USED PC CD-ROM games include original box, instructions and a 90 day warranty. For ground shipping, add $5, for air shipping, add $9. Calif. res. add 7.75% tax. When selling back PC CD-ROMs, all games must include original box and instructions. Any unacceptable/damaged games will be returned at your expense ($5 minimum). We reserve the right to refuse any sale or purchase. Prices in this ad good through 12/31/96. To receive prices in this ad you must include the 'Dept #' from this ad on the OUTSIDE of your package. If we do not receive your package by 12/31/96 or your game titles are not listed in this ad, you will be paid from our current catalog. All games are subject to availability.

Circle Reader Service #228

Board Games
CHIPS & BITS INC.

Visit our NEW Online Catalog!
www.cdmag.com/chips.html

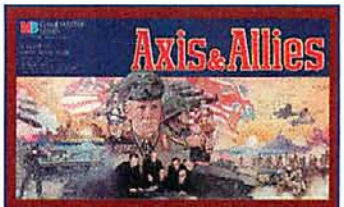
800-699-4263 Source 10791
POB 234 Dept 10791 Rochester, VT 05767
Fax 802-767-3382 Int'l 802-767-3033
Orders/Questions: cbisales@sover.net Customer Service: cbiserv@sover.net



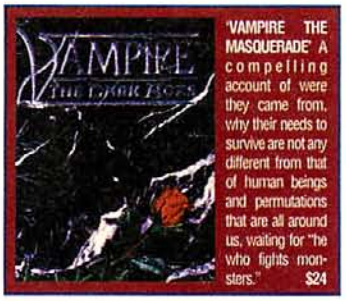
'THE THREE DAYS OF GETTYSBURG' is a totally new look at the battle, a view that brings players even closer to the action, even more deeply into the decisions that make Gettysburg one of the most playable of all battle games. **$49**



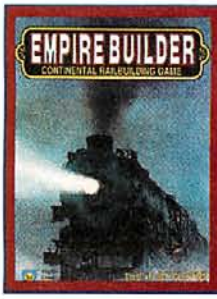
'1870' is Mayfair Games version of the 18xx railroad game system for the Trans Mississippi Valley. Players use their initial money to capitalize railroad companies which can in turn build track. **$38**



'AXIS & ALLIES' Decide the fate of a nation and the destiny of the world. The Balkans have fallen. Pearl Harbor has been attacked. Wake Island is in Japanese hands and Rommel has the British on the run! **$33**



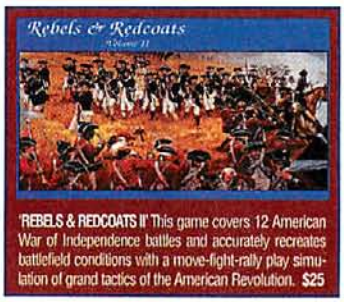
'VAMPIRE THE MASQUERADE' A compelling account of were they came from, why their needs to survive are not any different from that of human beings and permutations that are all around us, waiting for "he who fights monsters." **$24**



'EMPIRE BUILDER' Rediscover a modern American classic with two American loves, railroads and cold, hard cash. Like creating a real estate monopoly, build a railroad empire. **$25**



'ADVANCED DUNGEONS & DRAGONS-MONSTROUS MANUAL' This books contains more than 600 monsters, including creatures from the Monstrous Compendium, some never seen before. **$20**



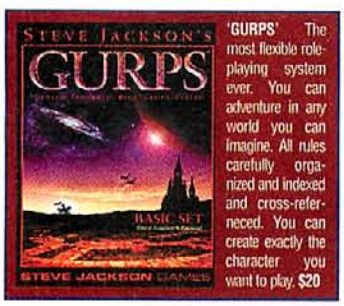
'REBELS & REDCOATS II' This game covers 12 American War of Independence battles and accurately recreates battlefield conditions with a move-fight-rally play simulation of grand tactics of the American Revolution. **$25**



'RIFTS' Nearly 30 character classes, superscience and high technology bionics, amour and weapons, transforms the Earth where magic is reality and supernatural creatures from the rifts stalk human prey. **$21**



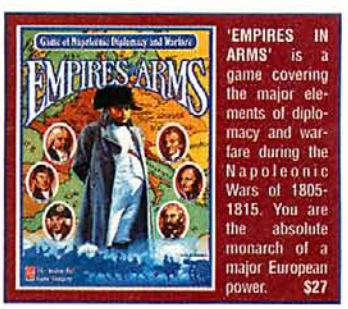
'CALL OF CTHULHU' Find an expanded Lovecraft background, one-stop investigator creation. See new illustrations and gain new skills with expanded weapons data from all three Eras. **$18**



'GURPS' The most flexible role-playing system ever. You can adventure in any world you can imagine. All rules carefully organized and indexed and cross-referenced. You can create exactly the character you want to play. **$20**



'ROBO RALLY' On a distant planet that serves as the Em-pire's grid widget factory, the various control computers went about their daily routine. These sophisticated computers were fully equipped with standard intelligence modules to handle any situation, but when the computers get bored you'll see what happens. **$33**



'EMPIRES IN ARMS' is a game covering the major elements of diplomacy and warfare during the Napoleonic Wars of 1805-1815. You are the absolute monarch of a major European power. **$27**

BOARD GAMES

ANCIENT

4 Battles Anc. World	$21
Alexanders Generals	$33
Ancient Empires	$29
Ancients	$25
Barbarians	$33
Samurai	$37
Siege of Jerusalem	$27

AMERICAN REVOLUTION

Give Me Liberty	$22
Rebels & Redcoats 1	$25
Rebels & Redcoats 2	$25
War of 1812	$22

CIVIL WAR

Across 5 Aprils	$23
Army Heartland	$36
Gettysburg	$15
Gettysburg 3 Days July	$39
Hallowed Ground	$42
In Their Quiet Fields	$22
Roads to Gettysburg	$24
Sam Grant	$42
War for the Union	$29
War of the Rebellion	$28

FANTASY

Challenge Lion Lord	$25
Hobbit Adventure	$29
Iron Dragon	$25
Magic Realm	$23
Warhammer Fantasy	**$50**
Warhammer Quest	$50
Wizards Quest	$17

LEISURE / FAMILY

Auction	$14
Candidate	$19
Escape from Colditz	$35
Grand Prix	$19
Robo Rally	$33
Sherlock Hlms Crd Gm	$16

BOARD GAMES

MEDIEVAL

Age of Chivalry 2	$27
Crusades II	$28
Henry V	$28
Ironsides	$28
Outremere	$25
Richard the Lionheart	$30
Samurai Blades	$22
Siege	$22
Viking Raiders	$25

MODERN

7th Fleet	$27
Aegean Strike	$19
Central America	$19
Crisis Sinai 1973	$25
Firepower	$23
Flight Leader	$21
Light Division	$24
Main Battle Tank	$24
Mid-East Peace	$16
Speed of Heat	$36
Tac Air	$19

NAPOLEONIC

Austerlitz	$26
Battles Empire Napol	$25
Battles Waterloo	$33
Eagle Empire Borodino	$29
Empires at War	$21
Empires in Arms	$27
La Bata Mnt St Jn Dlx	$62
Napoleon on Danube	$19
Napoleon's Battles 2	$14
Napoleon's Last Battle	$25
Napoleonic Wars	$31
Napoleons Ital Camp	$22
Napoleons Later Batls	$22
The Eagles Turn East	$39
The Emperor Returns	$28
War & Peace	$21

BOARD GAMES

RAILROAD

1830 RR & Rbbr Barons	$20
1870	$38
British Rails	$19
Empire Builder	**$25**
Empire Builders Mini's	$5
Eurorails	$25
Rocky Mntn Rails	$13
Tracks to Telluride	$42

SCIENCE FICTION

2038	$34
BattleMch Recog Card	$14
Battletech 4th Ed.	$19
Citytech 2nd Ed.	$25
Car Wars Deluxe	$21
Federation & Empire Dlx	$38
Hacker 2	$16
Necromunda	$44
Ogre Miniatures	$13
Silent Death	$42
Space Hulk	**$50**
Star Fleet Battles	$25
Starforce Terra	$19
Warhammer 40K	$50

SPORTS

Club Golf	$22
Decathlon	$13
Formula Motor Racing	$22
Regatta	$19
Win Place & Show	$17

STRATEGY

Advanced Civilization	$25
Colonial Diplomacy	**$42**
Feudal	$18
History of the World	$27
Maharaja	$23
Pax Britannica	$18
Republic of Rome	$29
We the People	$29

BOARD GAMES

WORLD WAR I

Aces High	$24
Fight For Skies	$21
Great War at Sea 1	**$32**
Richtofen's War	$19
Wings	$30
World War One	**$11**

WORLD WAR II

1944 Second Front	$29
Advanced Squad Ldr	$38
ASL Mod Leatherneck	$9
ASL Solo Rules	$29
Advanced Third Reich	$38
Axis & Allies	**$33**
Axis & Allies Max Adv	$10
Axis & Allies Mid Est	$16
Decision in France	**$23**
Empire of Rising Sun	$41
Fire in the East	$58
For Whom Bell Tolls	$54
Harpoon Box Set	$41
Line in the Sand	$22
Lost Victory	$23
Mac Arthurs Return	$31
Mustangs	$17
Naval War	$9
Over the Reich	$30
Sink the Bismarck	$23
World in Flames Dlx	**$90**

GENERAL

Alamo	$15
Blood & Iron	$25
Geronimo	$32
High Ground	$22
Kolin Fredrk Defeat	$34
Quebec 1759	**$22**
Texas Revolution	**$18**
The '45	$25
Zorndorf	$36

FANTASY RPG

AD&D 2ND EDITION RULES

AD&D Core Rules CD	**$54**
DM Guide	$16
Monstrous Manual	$20
Players Handbook	$20

AD&D ACCESSORIES

Character Record Sheets	$9
DM's Screen	$6
Encyclopedia Magica	$20
Priest Spell Cards	$17
Sages and Specialists	$17
Strongholds	$15
Tome of Magic	$17
Wizard Spell Cards	$17
Wizard Spell Compndm	$21
World Builder's Guidebk	$17

AD&D ADVENTURES

A Hero's Tale	$11
Eye of Doom	$6
Eye to Eye	$11
Labyrinth of Madness	$9
Rod of Seven Parts	**$27**

AD&D BIRTHRIGHT

Domain Sourcebooks	$7
Birthright Campaign	$25
Legends of Hero-Kings	$17
Naval Battle System	$10
Sword & Crown	$9
Sword of Roele	$11

AD&D FR ACCESSORIES

Drow of the Underdark	$13
Elves of Evermeet	$13
Faiths & Avatars	**$18**
Heroes' Lorebook	$17
Netherll Empire of Mgc	**$25**
Pages from the Mages	$13
The North	$21
The Seven Sisters	$13
Volo All Things Magical	$17

FANTASY RPG

AD&D PLAYER ACCESSORY

Complete Handbooks	$15
Combat & Tactics	$17
Player Packs	$16
Spells & Magic	**$19**
Skills & Powers	$17

ARS MAGICA

Adventures Value Pack	$12
Ars Magica 3rd Edition	**$19**
Medieval Handbook	$16
Mythic Europe	$15
Pax Dei	$15

DICE POLY MEGATUBES

Opaque Set	$3
Pearlescent Set	$6
Transparent Set	$5
Twinkle Set	$6

DRAGONLANCE FIFTH AGE

Dragonlance Fifth Age	$21
Heroes of Steel	$15
Last Tower	$17

EARTHDAWN

Earthdawn Companion	$15
Earthdawn	$25
Gamemasters Pack	$11
The Adept's Way	$15
Throal: Dwarf Kingdom	$17

GURPS

GURPS Compendium	**$18**
GURPS Goblins	**$18**
GURPS Rulebook	$20
Operation Endgame	$14
Psionics	$14

PENDRAGON

Blood & Lust	$14
Land of Giants	$18
Pagan Shores	$14
Pendragon 4th ed.	$19
Perilous Forest	$14
Savage Mountains	$14

HORROR RPG

CALL OF CTHULHU

Arkham Unveiled	$16
Blood Brothers 2	$16
Call of Cthulhu	$18
Coming Full Circle	$12
Cthulhu Live	**$15**
Ye Book of Monstres II	$10

CHANGELING

Autumn People	$11
Changeling	$21
Changeling Screen	$15
Nobles: Shining Host	$12
Player's Guide	$19
Players Kit	$10

CHILL

Accessory Pack	$12
Chill	$19
Chilled to the Bone	$9
Companion	$15

MAGE

Tradition Books	$10
Book of Shadows	$15
Mage 2nd Ed	$21

VAMPIRE

Book of Nod	$8
Clan Books	$10
Hunters Hunted	$10
Storyteller's Handbook	$15
Storyteller's Screen	$10
The Dark Ages	**$24**
Vampire	$24

WEREWOLF

Tribebooks	$10
GM Screen	$10
Monkey Wrench: Pentex	$10
Player's Guide	$15
Project Twilight	$11
Rage Across Appalachia	$15
Rage Across Australia	$13
Werewolf (2nd Ed)	$24

SCI-FI RPG

CONSPIRACY X

Conspiracy X	**$20**
GM Screen	$13

CYBERPUNK 2020

Chromebook 4	$9
Cyberpunk 2020	$17
Cybersheets	$5
Northwest Passage	$9

HEAVY GEAR

Badlands Sourcebook	$17
Desert Map Pack	$8
GM Starter Kit	$25
Heavy Gear	**$25**
Tactical Air Support	$17
Technical Manual	$15
Terra Nova Sourcebook	$18

MECHWARRIOR

Living Legends	$10
Mechwarrior 2nd Ed.	$13
Mechwarrior Companion	$12

RIFTS

Index: Vol. 1	$11
Juicer Up Rising	$16
Mercenaries	$14
Rifts	$21
Rifts, Hardbound	$28
World Book 11	$18

ROBOTECH

Invid Invasion	$11
RDF Accelerated Training	$7
REF Field Guide	$13
Robotech	$11
The Zentaedi	$7

TRAVELLER

Aliens Archive	$18
Central Supply Catalog	$18
First Survey	$18
Milieu 0: 3rd Imperium	$18
Starships	$18
Traveller	**$22**

***SHIPPING:** Priority Mail in US $2 per order, 2 Day Air $4 per order. Worldwide airmail $6 per item. Handling $2 per shipment. Hardware orders may require additional shipping charges. Call for details. Visa, MC and Discover accepted. Checks held 4 weeks. Money Orders under $200 same as cash. COD $8. Defectives replaced with same product. Most items shipped same day. Shipping times may vary. Price / availability may change. All sales final. Each US order will include a 6 month subscription to Computer Games Strategy Plus magazine, for which $6 of the order cost will be allocated.

CGW1129(93)

Explosive "Real-Time" Naval Combat!

AGE of SAIL™

1775-1820

TALONSOFT is proud to introduce our new REAL-TIME historical strategy series!

AGE of SAIL delivers an excellent blend of exciting REAL-TIME 3-D perspective naval combat with the pageantry and grandeur of beautifully rendered Sailing vessels from the Tall Ships era!

Take command of the greatest sailing ships in history! Ships include the VICTORY, CONSTITUTION, CONSTELLATION, GUERRIERE, BONHOMME RICHARD, ESPANOL, VENGEANCE, and the SARATOGA just to name a few!

COMPLETE CAMPAIGN GAME
1775 to 1820 Can you rise from a lowly Cadet to Admiral of the Navy? Enlist in the navies of Britain, Spain, France, or the United States!

Complete Scenario Editor lets you create instant naval combat to your specifications.

Play HEAD TO HEAD via modem or against a crafty, seasoned computer opponent.

Seamless, intuitive interface, easy to play, hard to master!

REAL TIME

Play Head to Head via modem

TALON SOFT

Questions? call us at 410-933-9191 To order call 800-211-6504
or order direct from our Web site **www.talonsoft.com**

PC CD ROM

© Copyright 1995, 1996 TalonSoft Inc.

TalonSoft Inc. P.O. Box 632 Forest Hill, MD 21050

Role Playing Games

CHIPS & BITS INC.

Visit our NEW Online Catalog!
www.cdmag.com/chips.html

800-699-4263 Source 10786

POB 234 Dept 10786 Rochester, VT 05767
Fax 802-767-3382 Int'l 802-767-3033
Orders/Questions: cbisales@sover.net Customer Service: cbiserv@sover.net



'RIFTS WORLD BOOK TEN: JUICER UPRISING' New types of Juicer O.C.Cs, including the Hyperion speed demon, and the mega damage Dragon Juicer (dependant on the blood of dragons to sustain his powers). $16



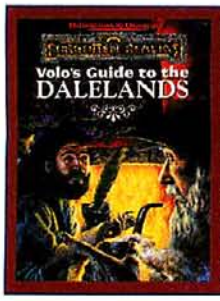
'CHAMPIONS DELUXE' Super RPG & HERO system rules, new interior graphics & layout, rules corrections, complete rules index and sewn hardbound binding are what is featured in Champions Deluxe Edition. $42



'MECHWARRIOR' There's an old saying that claims a mech is only as good as the warrior who pilots it. This second edition brings changes and technological advances of the Battletech universe to life. $13



'DOCTOR WHO STARTER DECK' Taken from the Doctor Who T.V. series, the cards have stunning computer enhanced images of the Doctors, the Daleks, the Cybermen, the Master, and Time Machines. $8



'AD&D FORGOTTEN REALMS VOLO'S GUIDE TO THE DALELANDS' Behold the newest, brightest and perhaps best travel guide by the world walking, all seeing Volo! Volo has identified as worlds greatest traveller. $13



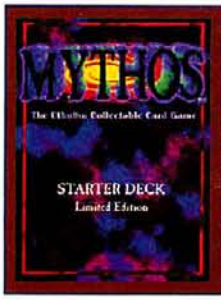
'CHANGLING: THE DREAMING' The gates of Arcadia, the original paradise, are closed to us. Only the cities of humanity remain. Without any awareness of our true nature, humankind crushes us beneath its banal heel. $21



'AD&D PLAYERS OPTION: SPELLS & MAGIC' Within these pages you will find new spells and proficiencies of wizards and priests, plus further rules on spell research and magical item creation and much more! $19



'WARHAMMER FANTASY' Encounter fascinating and dangerous people, mysterious events, and terrifying monsters. Over one 100 careers, 130 skills, a combat system and 7 types of magic with over 150 spells! $19



'MYTHOS' is Chaosium's collectable card-game of authentic Lovecraftian horror. It features simple rules with complex strategies that allow the players to attempt to narrate a series of adventures before going insane! $7.50



'HEAVY GEAR' A complete easy to use, yet realistic RPG system which uses the classic six sided die to resolve conflicts. Complete tactical system that can either be played on its own or interact smoothly with the role-playing game. $25



'VAMPIRE: THE DARK AGES' Takes you to the nights before the Camarilla, when kine truly had reason to be afraid of the dark. The Kindred of this bygone age ride the dark as lords & play their games with the heads of Europe. $24



'ROBOTECH' The Robotech RPG series will go beyond simply emulating the T.V. show. You will be able to create the intervening 9 years between the destruction of the SDF-1 and 2 and the launching of the SDF-3. $11

FANTASY RPG

AD&D 2ND EDITION RULES

AD&D Core Rules CD	$59
Dungeon Master Guide	$16
Monstrous Manual	$20
Players Handbook	$20

AD&D ACCESSORIES

Book of Artifacts	$17
Castles Sites	$11
Castles Guide	$13
Chronomancer	$11
Country Sites	$11
Encyclopedia Magica	$20
I, Tyrant	$15
Priest Spell Cards	$17
Shaman	$11
Treasure Tales	$11
Wizard Spell Cards	$17
Wizard Spell Cpndm 1	$21
World Builder's Guide	$17

AD&D ADVENTURES

A Hero's Tale	$11
Dragon Mountain .	$25
Eye of Doom	$6
Eye to Eye	$11
Gates of Firestrm Peak	$17

AD&D AUDIO

Hail the Heroes	$13
Joshuan's Almanac	$11
Karameikos	$25
Night of the Vampire	$13
Red Steel Campaign	$25

AD&D BIRTHRIGHT

Domain Sourcebooks EA	$7
Birthright Campgn Set	$25
Havens of the Great Bay	$17
Legends of Hero-Kings	$17
Naval Battle System	$10
Sword of Roele	$11
The Book of Magecraft	$17

FANTASY RPG

AD&D DARK SUN

City by the Silt Sea	$20
Dark Sun Campaign	$25
Psionic Artifacts	$17
Wanderer's Chronicle	$17

AD&D FR ACCESSORIES

Drow of the Underdark	$13
Faiths & Avatars	$18
Heroes' Lorebook	$17
Netheril Empire o Magic	$25
The Seven Sisters	$13
Volo's Guide Dalelands	$13
Warriors & Priests	$18
Wizards & Rogues	$13

AD&D FR ADVENTURES

Night Below	$25
Ruins of Zhentil Keep	$21
Undermtn Trilogy 3	$6
Vilhon Reach	$14

AD&D FR BOXED SETS

City of Splendors	$20
Elminster's Ecologies	$20
Forgotten Rlms Cmpgn	$25
Ruins of Myth Drannor	$17
Ruins of Undermtn 2	$21
Spellbound in Realms	$21

AD&D PLANESCAPE

Campaign Setting	$25
Guide to Astral Plane	$13
Hellbound: Blood War	$21
On Hallowed Ground	$21
Planewalker's Handbook	$17
Uncaged: Faces of Sigil	$17

AD&D PLAYER ACCESSORIES

Complete Elves	$15
Complete Humanoids	$15
Complete Ninja	$15
Player Packs EA	$16
Spells & Magic	$19

FANTASY RPG

ARS MAGICA

Adventures Value Pack	$12
Ars Magica 3rd Edition	$19
House of Hermes	$15
Medieval Handbook	$16
Mistridge	$10
Mythic Europe	$15
Mythic Places	$9

CASTLE FALKENSTEIN

Book of Sigils	$14
Castle Falkenstein	$19
Comme Il Faut	$12

DICE POLY MEGATUBES

Opaque Set	$3
Pearlescent Set	$6
Transparent Set	$5
Twinkle Set	$6

DICE SPECIALTY DICE

Critical Die	$1
Fumble Die	$1
Hit Location Die	$1
Weapon Die	$1

DRAGONLANCE FIFTH AGE

Dragonlance Fifth Age	$21
Heroes of Steel	$15
Last Tower	$17

EARTHDAWN

Barsaive Campaign	$21
Creatures of Barsaive	$15
Earthdawn Companion	$15
Earthdawn	$25
Magic: Mystic Secrets	$15

GURPS

Bestiary	$14
Compendium	$18
Fantasy 2nd Ed.	$15
Goblins	$18
Magic 2nd Ed.	$14
Rulebook	$20

FANTASY RPG

HARNMASTER

Character Profiles Pad	$8
GM's Guide	$16
HarnPlayer	$15
Players Guide	$16
Spell Tomes EA	$6

MERP 2

Accessory Pack	$14
Minas Tirith	$21
Souther Gondor	$25
Wizards Companion	$10

PENDRAGON

Land of Giants	$18
Pagan Shores	$14
Pendragon 4th ed.	$19
Savage Mountains	$14

ROLEMASTER

Alchemy Companion	$15
Arcane Companion	$15
Gamemasters Guide	$16
Players Guide	$10
Sea Law	$16
War Law Mass Combat	$22

RUNEQUEST

Apple Lane	$10
Gloranthan Bestiary	$9
Gods of Glorantha	$13
Lords of Terror	$12
River of Cradles	$17
RuneQuest 4th Ed.	$19

SKYREALMS OF JORUNE

Scholari Pack	$14
Skyrealms of Jorune	$17
Sobayid Atlas	$15

WARHAMMER FANTASY

Apocrypha Now!	$11
Doomstones #1	$18
The Enemy Within V 1	$11
Warhmr Fantasy 2nd	$19

HORROR RPG

CALL OF CTHULHU

Arkham Unveiled	$16
Call of Cthulhu	$18
Cthulhu Live	$15
Encyclopdia Cthulhiana	$10
Utatti Asfet	$18

CHANGELING

Autumn People	$11
Changeling	$21
Nobles: Shining Host	$12
Player's Guide	$19
Players Kit	$10

CHILL

Accessory Pack	$12
Chill	$16
Companion	$12
Voodoo Sourcebook	$12

MAGE

Tradition Books	$10
Ascention's Right Hand	$13
Chantry Book	$15
Mage 2nd Ed	$21
Mage Tarot Deck	$21
Technocracy Iteration X	$10

VAMPIRE

Clan Books EA	$10
Hunters Hunted	$10
Storyteller's Handbook	$15
The Dark Ages	$24
Vampire 2nd Ed	$24
Vampire Players Guide	$19
Werewolf	
Axis Mundi Book Spirits	$15
Tribebooks EA	$10
Freak Legions	$12
Player's Guide	$15
Project Twilight	$11
Storyteller's Handbook	$15
Werewolf (2nd Ed)	$24

SCI-FI RPG

CONSPIRACY X

Conspiracy X	$20
GM Screen	$13

CYBERPUNK 2020 ADV

Media Junky 1: Take 1	$9
Night City Stories	$13
Streetfighting	$10
Cyberpunk 2020	$17
Corp. Report 2020 V. 3	$9
Dark Metropolis	$15
Land of the Free	$15
Night City Sourcebook	$15
When Gravity Fails	$12

GURPS SCI-FI

Aliens	$14
Atomic Horror	$14
Cyberpunk	$14
War Against the Chtorr	$14

HEAVY GEAR

Badlands Sourcebook	$17
Field Guides EA	$13
GM Starter Kit	$25
Heavy Gear	$25
Tactical Air Support	$17
Technical Manual	$15
Terra Nova Sourcebook	$18
Macross 2	
Macross 2	$11
Sourcebook 1	$9
Spacecraft & Deck Plans	$9
Mechwarrior	
Living Legends	$10
Mechwarrior 2nd Ed.	$13
Mechwarrior Cmpanion	$12

RIFTS

Index: Vol. 1	$11
Juicer Up Rising	$16
Mercenaries	$14
Rifts	$21

SCI-FI RPG

ROBOTECH

Invid Invasion	$11
Mecha Southern Cross	$7
RDF Manual	$7
REF Field Guide	$13
Robotech	$11
Sentinels	$14
The Zentaedi	$7
Zentraedi Breakout	$9

SHADOWRUN

Aztlan	$15
Grimoire 2nd Ed.	$13
Paranormal Animals	$11
Prime Runners	$14
Shadowrun 2nd Ed.	$20
Seattle Sourcebook	$13
Shadowtech	$13
Sprawl Maps	$13
Sprawl Sites One	$11
Tir Na Nog	$15
Virtual Realities 2.0	$15
Threats	$15

STAR WARS

Classic Campaigns	$13
DarkStryder	$25
Deathstar Companion	$13
Galaxy Guides EA	$13
Imperial Entanglements	$13
Kathol Rift	$16
Miniatures Rules	$15
Star Wars Hardcover	$21
Star Wars Sourcebook	$19
The Kathol Outback	$13

TRAVELLER

Aliens Archive	$18
Central Supply Catalog	$18
First Survey	$18
Starships	$18
Traveller	$22

SUPER HERO RPG

CHAMPIONS

Alien Enemies	$10
Champions	$22
Champions Dlx	$42
Demons Rule	$7
High Tech Enemies	$11
Mutant File Sourcebook	$11
Zodiac Conspiracy	$10

DARK CHAMPIONS

Dark Champions	$17
Justice, Not Law	$13
Underworld Enemies	$11

VILLAINS & VIGILANTES

Daredevils Bonus Pack	$12
Villians & Vigiantes	$7
V&V Boxed Set	$13
World Bonus Pack	$8

CARD GAMES

Magic: Mirage SD	$8
Middle Earth Wizard SD	$9
Mythos SD	$7
Magic Alliances	$2
Magic Ice Age BP	$2
Magic Ice Age SD	$7

ANIME

Bubblgum Crisis	$16
Dominion Tnk Police	$16
Guyver	$20
Iria	$24
Lodoss War	$16
Macross 2	$20
Oh My Goddess	$12
Project A-ko	$24
Robotech	$12
Slayers	$15

*SHIPPING: Priority Mail In US $2 per order, 2 Day Air $4 per order. Worldwide airmail $6 per item. Handling $2 per shipment. Hardware orders may require additional shipping charges. Call for details. Visa, MC and Discover accepted. Checks held 4 weeks. Money Orders under $200 same as cash. COD $8. Defectives replaced with same product. Most items shipped same day. Shipping times may vary. Price / availability may change. All sales final. Each US order will include a 6 month subscription to Computer Games Strategy Plus magazine, for which $6 of the order cost will be allocated.

CGW1995PS

R&G GAMES

PO BOX 5008 Glendale Hts, IL 60139

We Buy & Sell New & Used IBM Games & Hintbooks

Top Dollar paid for newer games. Call first for quotes check usually processed in just 1-2 days or 10% more for credit.

Many more games in stock call for prices

Used Games		NHL 96 CD	$27
3D Ultra Pinball CD	$28	Phantasmagoria CD	$29
11th Hour CD	$29	Police Quest 5 CD	$29
Allied General CD	$28	Rebel Assault 2 CD	$29
Anvil of Dawn CD	$24	Shivers CD	$28
Apache CD	$28	Space Quest 6 CD	$30
Ascendancy CD	$26	Star Trail CD	$27
Beavis & Butthead CD	$28	Star Trek Final Unity CD	$29
Caesar 2 CD	$32	Stonekeep CD	$26
Civilization 2 CD	$36	Terra Nova CD	$29
Command&Conquer CD	$36	Tie Fighter	$20
Conqueror 1086 CD	$29	Top Gun CD	$28
Crusader No Remorse CD	$29	Torin Passage CD	$30
Dark Forces CD	$28	Under A Killing Moon CD	$27
The Dig CD	$33	US Navy Fighters CD	$24
Doom 2 CD	$28	Warcraft 2 CD	$35
Dragon Lore CD	$20	Witchaven 2 CD	$29
EF2000 CD	$29	Wing Commander 3 CD	$29
Earthsiege CD	$24	Wing Commander 4 CD	$33
Earthsiege 2 CD	$29	X-Wing Coll CD	$31
Frt Pg Sp Football 96 CD	$30	Zork Nemesis CD	$33
Full Throttle CD	$26	****New Games****	
FX Fighter CD	$18	Afterlife CD	$39
Gabriel Knight 2 CD	$33	Civilization 2 CD	$42
Heroes Might & Magic CD	$26	Command & Conquer CD	$42
Heretic CD	$25	Crusader no Regret CD	$39
Hexen CD	$30	Final Doom CD	$38
The Hive CD	$26	Lighthouse CD	$39
Indy Car Rac 2 CD	$30	MegaRace 2 CD	$39
Mechwarrior 2 CD	$29	Time Commando CD	$42
Myst CD	$26	Warcraft 2 CD	$42

Call **1-800-525-GAME** Canada 630-980-9995 Fax 630-980-9996

Free UPS Shipping with purchase of **$75** or more

Visa/MC/Discover/Am Express, Cashier Check, Money Order Accepted

9am-9pm CST Mon-Fri Shipping UPS $5, Airborne $11

All games must have original boxes, disks & manuals (NO COPIES) in good condition, working. Scratch & virus free. Any unacceptable games will be returned at your expense $5 ups per box. Prices Subject to change & Availability.

Circle Reader Service #112

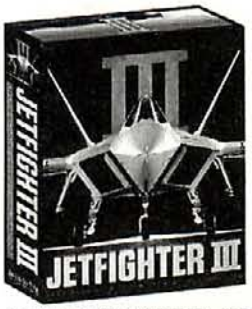
Computer Game Resource

Online Store

NO Hassles

www.computergameresource.com

We sell computer games for Hard Core Gamers.



JETFIGHTER III

$50.00

Great Games
Great Prices
and
Great Service

Four ways to order:

1. Secure online ordering.
2. Phone: 847-202-3810
3. Fax: 847-202-3877

Visa, MC, Discover, checks Accepted.
Shipping and Handling $4.95

4. Snail-mail a check to:
Computer Game Resource
P.O. Box 1504
Palatine,IL 60078-1504



C&C RED ALERT

$46.00

Circle Reader Service #59

SACT

ACTION ON CD ROM

Hot Games

7th Guest	$16.95
AH-64 Longbow	$39.95
Aliens	$19.95
Angel Devoid	$34.95
Anvil of Dawn	$38.95
ATF	$39.95
Beast Within	$29.95
Caesar II	$24.95
Chronomaster	$27.95
Civilization II	$38.95
Conquest of New World	$38.95
Cybermage	$21.95
Cyberstorm	$38.95
Darkseed II	$31.95
Duke Nukem 3d	$36.95
Dungeon Master II	$26.95
EF 2000	$29.95
Fast Attack	$24.95
Final Doom	$39.95
Fire Fight	$38.95
Grand Prix II	$39.95

More Games

Great Naval Battles 3 & 4	$26.95
Indy Car Racing 2	$34.95
Island Peril	$29.95
Jeopardy	$29.95
Lode Runer	$18.95
Master of Magic	$26.95
Mech Warrior 2	$29.95
NBA Jam	$25.95
NBA Live '96	$38.95
Need for Speed	$36.95
Phantasmagoria	$38.95
Quake	$41.95
Quarterback Club '96	$25.95
Rebel Assault 2	$32.95
Riddles of Master Lu	$18.95
S.W.A.T.	$28.95
Space Bucks	$21.95
Spy Craft	$36.95
System Shock	$16.95
Terminal Velocity	$18.95
Time Commando	$41.95
Triple Play '97	$39.95
Warcraft 2	$38.95
Wheel of Fortune	$29.95
Wing Commander 3	$26.95
WWF Wrestlemania	$25.95
Zork Nemesis	$35.95

21 & Over Bundles

Bacchus Six Pack	$31.95
Deep Throat Girls 1 - 4	$37.95
Dirty Debutantes 6 pack	$38.95
New Machine 6 pk. vol. 1 or 2	$35.95
Platinum Six Pack	$38.95
Romsoft Six Pack vol. 1 or 2	$38.95
Seymore Six Pack	$38.95
Up & Cummers Six Pack	$38.95
VCA Six Pack (Plug it In)	$38.95
Sexy Six Pack	$38.95
Live Sex 3 Pack	$28.95

21 & Over Interactives

Alley Cats	$29.95
Barlow Affair	$27.95
Carmen	$32.95
Cat Fight	$34.95
Club Catarina	$29.95
Crystal Fantasies	$31.95
Designer Bodies	$25.95
Dirty Debutantes 2	$31.95
Diva X	$38.95
Dream Machine 2	$38.95

More 21 & Over Interactive

Fantascenes	$36.95
Intimate Possibility	$38.95
Latex	$37.95
Net Erotique	$32.95
Nightwatch III	$32.95
Porno Poker	$34.95
Sex T.V. Vol. 2	$36.95
Sex Worm	$32.95
Seymore Butts 2	$37.95
Sorority Sex Kittens	$34.95
Space Sirens 2	$34.95
Time Warp	$34.95
Vampire's Kiss	$32.95
Virtual Sex 2	$36.95
Virtual Sex Shoot	$38.95
Virtual Valerie 2	$38.95
Virtually Yours 1 or 2	$29.95
Strip Fighter	$36.95
Cyber Photographer	$36.95
Circus	$31.95
Passenger 69	$29.95
Hot Sluts	$29.95
Winner Takes All	$29.95
Morphing Babes	$29.95
Room For Rent	$34.95
Ultimate Tokyo	$34.95

HUNDREDS OF TITLES IN STOCK
CATALOGS & DEALER'S LISTINGS AVAILABLE

DISCOVER VISA MasterCard C.O.D. PERSONAL CHECK

MUST BE 21 TO ORDER ADULT CDS

ORDER NOW!

1-800-560-6234

Circle Reader Service #245

STAR WARS CHESS
Suggested Retail $69.95
Yours FREE with Any Order!
while supplies last

8,000 TITLES IN STOCK DAILY!

United CD ROM®

FREE SOFTWARE with every purchase!*

SAME DAY SHIPPING!

CALL US NOW FOR A FREE CATALOG!

1-800-864-8334

1-800-UNITED4

Call 1-800-864-8334 for great prices on your favorite games reviewed in this month's issue of Computer Gaming World.

CG RATED



COMMAND & CONQUER RED ALERT: In this C&C alternative history of WWII, the Nazis never come to power & WWII is a battle between the Allied & Soviet forces.

SLAM SCAPE: This first in a series of MTV Music Games puts fast action gameplay inside an interactive soundtrack by the up-and-coming alternative band God Lives Underwater.

TOONSTRUCK: Starring Christopher Lloyd. Your boss has it in for you & you've lost all self-respect doing work even a half-witted monkey would balk at.

Z COMBAT SIMULATION: Command your squadron of robots into enemy territory & try to capture all the enemy flags.

ENEMY NATIONS LOST PLANET: The time is the future. The human population has increased to the point where the Earth is unable to sustain it. A new planet must be found.

LITTLE THINGIES: Embark on a quest for coolness by helping Beavis & Butthead avoid things that suck & find things that are cool.

Virgin

Slam Scape 53123	$40	Z Combat 50279	$40	Red Alert 53328	$46
Toonstruck 45118	$47	Enemy Nations 53121	$40	Little Thingies 53131	$17



NUKE IT *by Microstar*
More than 300 add-on levels for Duke Nukem 3D. Over 50 Death Match levels. Cheat codes hints & editors. Supports up to 8 players.
53044 $18



INSIDE INDEPENDENCE DAY *by 20th Century*
The making of this summer's most anticipated film event. Interviews with the film's creator, stars & special effects people. Over 650 illustrations, production art & stills.
53229 $16



NECRODOME: In the future racing has become a deadly blood sport where staying alive is the only prize! Drive an incredibly powerful armored vehicle bristling with high-tech weaponry.

AZRAEL'S TEAR: Return the Holy Grail to the outer world. You are a thief & must travel to the Templar Knights' medieval underground sanctum to retrieve this holy prize.

STEEL PANTHERS II MODERN BATTLES: Get ready to rumble. Game play is fun, easy & exciting. Explosive SVGA graphics & intense animation help you feel the destruction.

AGE OF RIFLES 1846-1905: A tactical wargame construction set emphasising historical detail. Construct armies & participate in a variety of battles & campaigns fought between 1848-1905.

4 Top Products

Necrodome 50441	$36	Steel Panthers II 50450	$41
Azrael's Tear 44800	$38	Age of Rifles 45231	$38



DUKE NUKEM 3D: Features 8 player modem & network play, 24 plus levels of play & 9 butt kickin' weapons

AMOK: With the best graphics, fastest gameplay & most diverse re-playability in its genre this 3D shooter puts you in control of a hi-tech battle mech.

AREA 51: As a soldier in the elite S.T.A.A.R. forces, you must penetrate alien forces at Area 51 & eliminate the threat of the deadly alien infection that has spread through the base.

FINAL DOOM: The last of the legendary DOOM products features 2 new 32 level episodes–The End of the Undead & The Acid Drenched Hallways.

Super Hot Titles!

Duke Nukem 45092	$47	Area 51 51974	$44
Amok 51304	$46	Final Doom 49652	$46



SURF & DESTROY: The evil genius "Rood O' Dor" has unleashed a virus that is trashing the world's most powerful computers. Transvect into your computer & destroy hundreds of bizarre virus monsters.

BATTLE OF THE IRONCLADS: The only battle strategy game that features a museum quality recreation of the famous Civil War clash between the USS Monitor and the CSS Virginia.

BANZAI BUG: You are in control of the most acrobatic flyer ever created. Banzai, the most accomplished aviator in the insect world leads numerous missions to every room of the house.

Great Games
Grolier

Surf & Destroy 52716	$42
Ironclads 49815	$36
Banzai Bug 52217	$37



VIRTUAL SNOWBOARDING *by MM Productions*
Educates & entertains people interested in the rapidly growing sport of snowboarding. It incorporates Quicktime VR on snowboarding RUS.
53918 $12

* While supplies last. Shipping charges apply to free offers.
** Orders received as late as 9:30 pm (CST) for 2nd day air. Call for other deadline times.
Special offers, item availability and prices may vary according to format and are subject to change without notice. All prices in U.S. dollars. Not responsible for inadvertent errors.

ALL MAJOR CREDIT CARDS ACCEPTED

CODE W12

ORDER AS LATE AS DEC. 23RD FOR CHRISTMAS DELIVERY

Special Holiday Hours: M-F 8am–Midnight; Sat 8am–5pm; Sun 11am–6pm.

CONTACT US!

CompuServe: 76043,1605
America On-Line: UNITEDCD
BBS 1-217-352-9654
Fax back 1-217-352-8123
Fax orders 1-217-352-9749
Int'l orders 1-217-352-8737



TITANIC *by GTE Ent*
This suspense thriller places you in the role of a British secret agent aboard the doomed luxury liner the night it went down in 1912.
49541 $42

VISIT OUR WEBSITE AT

http://www.unitedcdrom.com

FREE! ADULT CD-ROM DIGIZINE

Experience digital erotica. World's first interactive adult magazine puts hours of fascinating erotic exploration at your fingertips. Packed with "show and tell" reviews, erotic demos of new adult games, sexy photos.

TRY ONE FOR FREE!

Just call **800.999.7995** or mail coupon below to get yours now. Shipping & handling $7.95

☐ **YES! Send my FREE copy of IQ Digizine NOW!**

Name

Daytime phone (including area code)

Mailing address

City State Zip

Must include $7.95 shipping & handling Payment ☐ check/money order

☐ Mastercard ☐ Visa ☐ Discover

Card #:

Exp. Date ☐☐/☐☐

Signature (Required)

(I certify I am 21 years of age or older) Date of Birth (Required)

Mail to: IQ, Dept. CGW1296, 551 Valley Road, Montclair, NJ 07043

www.iqmag.com

Mission Control

HOT ADULT SOFTWARE

WWW.MISSIONCD.COM



Starring Virtual Victor You control Victor's every move. Satisfy the Sirens...or die trying!

ONLY $49

Duke Screw 'em-38DD

He's everything Duke Nuke'Em always wanted to be. More levels than any other adult game!

NEW

ONLY $49

Check These Out!

2069: SexOdyssey	44	OutPost 69	44
The Black Book	29	Rodney Rubber	39
Buttman's BBBabes	44	Samurai Pervert	34
Crystal Fantasy	27	Seymore Butts 2	39
CyberPhotographer	36	Space Sirens 2	39
CyberXperience 4CDs	54	Sushi Bar Girls	29
Dream Machine 2	44	Tabloid Beauties	22
Diva X Rebecca	39	Virtual Sex 2	34
Girlie Game	39	Virtual Sex Shoot	39
Hollywood Bdy Dbl	29	Virtual Valerie 2	36

ORDER TODAY! CALL TOLL FREE

800-999-7995

OR 201-783-3600 • FAX 201-783-3686

Send Orders To: MISSION CONTROL 7 Oak Place, CGW1296, Montclair, NJ 07042 • Mastercard, Visa, Discover, Checks & Money Orders. Shipping: $7

UNITED STATES POSTAL SERVICE™

Statement of Ownership, Management, and Circulation

(Required by 39 U.S.C. 3685)

1. Publication Title	2. Publication No.	3. Filing Date
Computer Gaming World	6 7 2 - 9 1 0	10/1/96
4. Issue Frequency	**5. No. of Issues Published Annually**	**6. Annual Subscription Price**
Monthly	12	$27.94

7. Complete Mailing Address of Known Office of Publication *(Street, City, County, State, and ZIP+4) (Not Printer)*

One Park Avenue, New York, NY 10016

8. Complete Mailing Address of Headquarters or General Business Office of Publisher *(Not Printer)*

One Park Avenue, New York, NY 10016

9. Full Names and Complete Mailing Addresses of Publisher, Editor, and Managing Editor *(Do Not Leave Blank)*

Publisher *(Name and Complete Mailing Address)*

Dale Strang, 135 Main Street, San Francisco, CA 94105

Editor *(Name and Complete Mailing Address)*

Johnny Wilson, 135 Main Street, San Francisco, CA 94105

Managing Editor *(Name and Complete Mailing Address)*

Ken Brown, 135 Main Street, San Francisco, CA 94105

10. Owner *(If owned by a corporation, its name and address must be stated and also immediately thereafter the names and addresses of stockholders owning or holding 1 percent or more of the total amount of stock. If not owned by a corporation, the names and addresses of the individual owners must be given. If owned by a partnership or other unincorporated firm, its name and address as well as that of each individual must be given. If the publication is published by a nonprofit organization, its name and address must be stated.) (Do Not Leave Blank.)*

Full Name	Complete Mailing Address
Ziff-Davis Publishing Division of MAC Inc.	One Park Avenue, New York, NY 10016
Son Kosan Ltd.	24-1, Nihonbashi-Hakozakicho, Chuo-Ku, Tokyo, 103 Japan

11. Known Bondholders, Mortgagees, and Other Security Holders Owning or Holding 1 Percent or More of Total Amount of Bonds, Mortgages, or Other Securities. If none, check here. ☐ None

Full Name	Complete Mailing Address
None	

12. For completion by nonprofit organizations authorized to mail at special rates. The purpose, function, and nonprofit status of this organization and the exempt status for federal income tax purposes: *(Check one)*

☐ Has Not Changed During Preceding 12 Months

☐ Has Changed During Preceding 12 Months *(If changed, publisher must submit explanation of change with this statement)*

13. Publication Name	14. Issue Date for Circulation Data Below: October 1996	
15. Extent and Nature of Circulation	**Average No. Copies Each Issue During Preceding 12 Months**	**Actual No. Copies of Single Issue Published Nearest to Filing Date**
a. Total No. Copies *(Net Press Run)*	319,120	346,500
b. Paid and/or Requested Circulation (1) Sales Through Dealers and Carriers, Street Vendors, and Counter Sales *(Not Mailed)*	85,597	91,000
(2) Paid or Requested Mail Subscriptions *(Include Advertisers' Proof Copies/Exchange Copies)*	99,800	118,700
c. Total Paid and/or Requested Circulation *(Sum of 15b(1) and 15b(2))*	185,397	209,700
d. Free Distribution by Mail *(Samples, Complimentary, and Other Free)*	5,646	7,100
e. Free Distribution Outside the Mail *(Carriers or Other Means)*	0	0
f. Total Free Distribution *(Sum of 15d and 15e)*	5,646	7,100
g. Total Distribution *(Sum of 15c and 15f)*	191,043	216,800
h. Copies Not Distributed (1) Office Use, Leftovers, Spoiled	3,578	4,700
(2) Return from News Agents	124,499	125,000
i. Total *(Sum of 15g, 15h(1), and 15h(2))*	319,120	346,500
Percent Paid and/or Requested Circulation *(15c / 15g x 100)*	97.04%	96.73%

16. This Statement of Ownership will be printed in the Dec. 1996 **issue of this publication.** ☐ Check box if not required to publish.

17. Signature and Title of Editor, Publisher, Business Manager, or Owner Date

Baird Davis, Senior Vice President 10/8/96

I certify that all information furnished on this form is true and complete. I understand that anyone who furnishes false or misleading information on this form or who omits material or information requested on the form may be subject to criminal sanctions *(including fines and imprisonment)* and/or civil sanctions *(including multiple damages and civil penalties).*

ADULTS ONLY

ORDER NOW! 800-273-7910

Check out our HOT online catalog! www.cdmag.com/adultsonly.html

PO BOX 14 DEPT 10780 HANCOCK, VT 05748 INT'L 802-767-3033 FAX 802-767-3382 SOURCE 10790

*SHIPPING: Priority Mail in US $2 per order, 2 Day Air $4 per order. Mail to Canada, PR, HI, AK, APO, FPO $4 per order. Worldwide airmail $6 per item. Handling $2 per shipment. Hardware orders may require additional shipping charges. Visa, MC and Discover accepted. Price/availability may change. All sales final. Call for details. Each US order will include a 6 month subscription to Computer Games Strategy Plus magazine, for which $6 of the order cost will be allocated. Checks held 4 weeks. Money Orders under $200 same as cash. COD $8. Defectives replaced with same product. Most items shipped same day. Shipping times may vary.



'ALL NIGHT LONG' Over a thousand all original never before published images. All full screen, all full color, all different images. Beautiful women and couples engaging in explicit sex captured on the sets of over 50 adult motion pictures. Viewer with thumbnail menu & slide show feature! **CD $16**



'Hollywood Body Double' You will be in total control in over Shelly Michellel and her beautiful co-stars in a dozen full-screen erotic locations where your imagination can run wild. You choose the camera angle, close-up lenses, and be escorted to Shelly Michelle's private penthouse where the steamy action really begins. **CD $44**



'VIRTUAL SEX SHOOT' Imagine being transported to a mysterious island and having nearly infinite possibilities as you create your own visual fantasy by controlling cameras that are capturing every intense moment of highly charged erotic sex. **CD $44**



'JADE PALACE' Save our beautiful damsel-in-distress by finding the missing jade s and defeating the evil wizard. Enjoy heart-stopping rewards along the way. Animated with mind-boggling 3-D environments and hour long professional hardcore video specifically filmed, this game will blow you away. **CD $29**



'CYBER PHOTOGRAPHER' After entering the MacDaddy cyber-studio choose from 3 different models. Choose lighting, camera lens, music and start on your photographic adventure snapping a roll of 36 exposure film. When you finish choosing your favorite pictures print out a calendar, birthday card or Christmas card! **CD $34**



'LATEX THE GAME' Find yourself in a sprawling retro-future city of Alphaville-with no way out. Your goal: Explore every nook and cranny of the desolate town for clues that will eventually lead you to the climax of the game. **$44**

INTERACTIVE

Alleycats	$39
Anal Rom 2	$42
AssTroids	$40
Buster Cherry	$45
Casting Couch	$39
Circus	$39
Come Play With Me	$36
Crystal Fantasy	$29
Cyber Photographer	$34
CyberStrip Black Jack	$36
CyberStrip Poker	$36
CyberXperience	$40
Cyberpeep Cheerldr	$24
Designer Bodies	$29
Desktop Voyeur 1	$32
Diva X Ariana	$38
Diva X Rebecca	**$38**
Dream Machine 2	**$49**
Eros 2	$24
Fun House	$39
Fuzz Buzzers	$39
Girlfriend Donna	**$49**
Girlfriend Tracy	$39
Heidi's House	$36
Hot Slots	$37
Hump Towers	$39
Interact Seymore Bt 2	$49
Interact Seymore Buts	$39
Interactive Sex Thrpy	$46
Internati Strip Poker	$22
Intimate Journey	$24
Intimate Possblts	$39
Japan Interactive	$44
Latex	$44
Love Pyramid	$29
Lust Connection	$39
Mind Teazzer 2	$32
Mystik Mistress	$36
Nasty Parts	$42
Net Erotique	$24
Neurodancer	$39
Nice & Hard	$32
Nightwatch Int 3	$46
Oriental Ecst Exposed	$39
Passion Poker	$29
Penetration	$19
Penthouse IA 6	$52
Poker Party	$45
Porn Mania	$29
Porno Poker	$44
Private Investigator	$49
Private Plsr Park 2	$49
Private Prison	$44
Samurai Pervert 2	$64
Scissors N' Stones	$24
Sex TV 2	$35
SexTheGame	$49
Sexy Sports Trivia	$19
Space Sirens	$29
Space Sirens 2	$29
Spy Club	$32
Strip Fighter	**$40**
Strip Poker Pro	$24
Strip Poker Pro 2	$36
Strip Tease	$24
Texas Table Dance	$24
Time Warp	$45
VCA 6-Pack	$45
VCA's Sex	$29
Vampire's Kiss	$36
Venus Playhouse	$35
Virtual Sex 2	$39
Virtual Sex Shoot	$44
Virtual Valerie 2	$36
Virtual Victor	**$42**
Virtual Vixens	$24
Virtually Yours 2	$39
Zoom	$36

MOTION

101 Orient Delts 2	$19
101 Sex Positions	$24
Adventure Kid	$22
Amateur Models 4	$28
Amorous Asia Girl2	$19
Anal Asian 2	$25
Asian Heat	$24
Asian Invasion	$19
Babes Illustratd 2	$25
Bacchus Six Pack	$45
Back Door Mistress	$19
Bad Girls 2	$19
Bangkok Nights	$24
Bedlam	$16
Best of Vivid	$24
Beyond Explicit	$28
Black Book	**$34**
Black Foxes	$28
Bra Busting Babes	$25
Busting Out	$19
California Calendar	$29
Casting Call 2	$36
Cat House	$24
College Girls 2	$24
Computer Girls	$19
Deep Thrt Girls 4Pk	$52
Demon School	$22
Dirty Debutnt 6 Pk	$44
Dirty Duo	$22
Dirty Litl Adlt Car 2	$24
Dirty Litl Adlt Cart	$24
Dripping With Desire	$26
Fantascenes Anal	**$49**
Fantasies 2	$26
Fantasy Lifestyle 2	$19
Flesh Tones	$24
Flesh for Fantasy	$24
Ghostly Desires	$44
Girls Doin' Girls 2	$26
Girls Mardi Gras	$19
Glamor Girls 3	$29
Hist Of Blue Movie	**$15**
Hot Talk	$16
House Sleep Beauties	$12
Insatiable	$24
Jade Palace	$29
Kama Sutra	$24
Kinky Debutante 1	$32
Kinky Debutante 2	$32
Menage A Trois	$26
New Machine 6 Pk 2	$44
New Machine 6 Pk	$42
Nova Collection 5	$19
Oriental Diaries	$29
Oriental Syndrome	$22
Oriental X-Press	$22
Platinum Six Pack	$42
Pretending	$19
Private Fitm Chateau	$29
Private Moments	$19
Racquelle in Wild	$24
Romsoft Six Pack	**$39**
Romsoft Six Pk 2	$39
Samurai Pervert	$49
Secret Garden 2	$19
Sex 2	$24
Sexy Six Pack	$44
Seymr Bts Bustin Out	$18
Seymr Bts Rides Again	$18
Stripper Nurses	$25
Superstars of Porn	$24
Sushi Bar Girls	$29
Tokyo Nymphs	$16
Twin Angels	$28
Virgins Vol 3	**$39**
Voices in My Bed	$24
Woman to Woman	$26
XXX-Treme 2	$19

STILLS

Adult Image Library	$19
Adult Pict Libr 4	$19
All Night Long	$16
Asian Pearls 3	$25
Busty Babes 3	$38
Busty Babes 4	**$39**
Celebrity Nudes	$25
Domin-A-Trix	$19
Elite American Models 2	$19
Elite Centerfold Mod 1	$24
Elite College Girls 2	$24
Elite European Model 1	$19
Erotic Playground	$22
Japanese Pearls	**$28**
Latin Lust	$29
Private Vid Mag 1	$29
Ropes & Chains	$19
Tabloid Beauties	$26
Thai Bondage	$26
Village Collection	$29
Visions of Erotica	$28

GAY

Bacchus Six Pack	$45
Beef 3	$25
Bike Bang	$20
Black Workout	$20
Boyfriends	$20
Boys Next Door	$20
Boys of Paris	$17
Cruising Ground	$20
Eaten Alive	$16
Hairassment	$16
Home Boys 1	$24
Manhunt	$18
Manpower	$24
Men In Motion	**$32**
Prime Beef	$24
The Gay Outdoors	$36

VHS ANIME

Adventure Kid	$24
Angel of Darkness	$24
Countdown	$24
Demon Beast Invasion	$24
Demon Beast Invasion 6	$24
Elven Bride	$24
End Of Summer	$24
F3	$24
First Loves 2	$25
La Blue Girl	$24
La Blue Girl 6	$24
La Blue Grl Gift Bx	**$98**
Legnd Lyon: Flare 1&2	$24
Rei Rei	$29
Twin Angels	$24
Twin Dolls	$27
Weather Report Girl 1	$20

VHS MOTION

Anything Goes	$12
Backdoor to Paris	$15
Casting Couch	$15
Coming of Age	$12
Cousin Betty	$12
E-Three Extra Testicle	$15
First Time Lesbians	$15
Girls Gone Bad 8	$15
House of Sex Fantsies	$15
Joy House	$15
Lesbian Nymphos	$15
My First Time	$15
New Babysitter	$15
World's Bigst Gng Bng 2	$35

Buy 2 Adult Titles From the List Below and get the One of Equal or Lesser Value FREE!
Amateur Photo Gallery, Crystal Fantasies, Tabloid Beauties, Phone Sex, Net Erotique, Swingers Worldwide, Sexy Sports Trivia, Glamor Girls & Eruption.
Request must be made at time of purchase. Quantities limited. Offer subject to change or cancellation at any time. Effective Nov 15 - Dec 30 1996.



'ROOM FOR RENT' Enter the realm of neuro-space.Visit these lovely girls while you attempt to rent a room from them. Watch them lounge around the pool.You will never look at renting a room the same way again. **CD $32**



'ROMSOFT 6 PACK' Double Down, Doors of Passion 2, Sensuous Girls in 3D, Massive Melons, Touch Me, Feel Me and Private Screenings are what you'll get in this sexy 6 pack! **6 CD'S $39**



'ROMSOFT 6 PAK 2' Babe Patrol, Hot Dog Girls of Florida, Luscious Ladies in Lingerie, Extasy Suites, Striptease and A Shot in the Pink are what you'll get in this sexy 6 pack! **6 CD'S $39**



'HEIDI'S HOUSE' is the most stimulating CD game ever played and is automatically designed to change each time you play it, offering dozens of combinations for hours of fun. **CD $36**



'FUZZ BUZZERS' The ultimate challenge of your memory skills, as you advance through each skill level. Every encounter bringing you a llittle closer to your ultimate goal. **CD $39**



'FANTASCENES' Create countless personal visual fantasies with five of the most beautiful women in the world! You control the capabilities in this disc of explicit, passionate eroticism. **CD $39**

© 1996 CHIPS & BITS, INC.

Welcome to the Cooperstown of Computer Games. Here, raised upon pedestals, you'll find the games that broke the records, established the benchmarks, and held gamers in delighted trances for untold hours.

HIGHLIGHTS

DOOM
id Software, 1993



It took all of five seconds to boot up DOOM, take two steps forward with the new American Hero and realize, "Holy Cow, this is *something new*." At that moment, we knew we'd found The Next Big Thing. People who had never before played computer games, or even heard of them, were "What's this Doomed thing?" Game developers everywhere scrambled to develop "Better than DOOM!" titles. But no one could match the gritty, visceral feel of blasting howling Imps into a bloody pulp with the Rocket Launcher, or the pleasure of stalking an unsuspecting DeathMatch opponent (or two) with a shotgun. Realistic sound effects and a brilliant soundtrack by Bobby Prince helped deepen the player's immersion in the game.

DOOM fired the shot heard around the world in the network gaming revolution; being able to play at work over a network drove worker productivity down and MIS eyebrows up. Some gamers played head-to-head via modem connection, while others joined DWANGO and began building the kind of loyalty that new online gaming services are striving to achieve.

The story behind DOOM is simply that the guys at id Software wanted to make a game for themselves to play—with and against each other. And it shows; in addition to being very pure from a gamer's perspective, DOOM also broke with tradition by giving away the entire first episode as shareware.

Veteran gamers may recall that DOOM's seeds were laid a few years earlier in CASTLE WOLFENSTEIN 3D, one of the first point-of-view 3D environment games. But to a whole new generation of computer gamers, DOOM is it.

DUNGEON MASTER
FTL Software, 1987



With the obvious exception of ULTIMA IV, you would have trouble finding a game that had more influence on role-playing games than DUNGEON MASTER. Originally released in 1987 on the Atari ST, DUNGEON MASTER's trend-setting graphics moved away f screen look. Moreover, its terrific sound effects--making full use of the stereo capabilities of the Atari and Amiga machines—helped to create a terrific adventuring atmosphere, by turns creepy, exciting, and even funny. Though in many ways it was a typical hack n' slash dungeon romp, DUNGEON MASTER introduced several subtle twists to the mechanics of role playing, many of which have been emulated by other games over the years—our favorite trick was luring monsters into passages and shutting doors on them. The character generation routine, in particular, was both clever and enjoyable, a far cry from the typically cardboard characters found in many of today's RPGs. The great irony of this game's history is that, while it helped to launch the popularity of the Amiga and Atari ST, it took FTL over two years to complete the IBM conversion of the game, by which time many other games—most notably SSI's EYE OF THE BEHOLDER game from their *Advanced Dungeons & Dragons* line—had adopted and improved upon its innovations. Though the long-awaited sequel, DUNGEON MASTER II, turned out to be a major disappointment, the original DUNGEON MASTER's innovations and sheer sense of fun easily earn it a place in our Hall of Fame.

Inductees Prior To 1989

- **BATTLE CHESS** (Interplay Productions, 1988)
- **CHESSMASTER** (The Software Toolworks, 1986)
- **DUNGEON MASTER** (FTL SOFTWARE, 1987)
- **EARL WEAVER BASEBALL** (Electronic Arts, 1986)
- **EMPIRE** (Interstel, 1978)
- **F-19 STEALTH FIGHTER** (MicroProse, 1988)
- **GETTYSBURG: THE TURNING POINT** (SSI, 1986)
- **KAMPFGRUPPE** (Strategic Simulations, 1985)
- **MECH BRIGADE** (Strategic Simulations, 1985)
- **MIGHT & MAGIC** (New World Computing, 1986)
- **M.U.L.E.** (Electronic Arts, 1983)
- **PIRATES** (MicroProse, 1987)
- **SIMCITY** (Maxis, 1987)
- **STARFLIGHT** (Electronic Arts, 1986)
- **THE BARD'S TALE** (Electronic Arts, 1985)
- **ULTIMA III** (Origin Systems, 1983)
- **ULTIMA IV** (Origin Systems, 1985)
- **WAR IN RUSSIA** (Strategic Simulations, 1984)
- **WASTELAND** (Interplay Productions, 1986)
- **WIZARDRY** (Sir-Tech Software, 1981)
- **ZORK** (Infocom, 1981)

Modern Inductees

- **ALONE IN THE DARK** (I-Motion, 1992)
- **BETRAYAL AT KRONDOR** (Dynamix, 1993)
- **DAY OF THE TENTACLE** (LucasArts, 1993)
- **DOOM** (id Software, 1993)
- **FALCON 3.0** (Spectrum HoloByte, 1991)
- **FRONT PAGE SPORTS FOOTBALL PRO** (Dynamix, 1993)
- **GUNSHIP** (MicroProse, 1989)
- **HARPOON** (Three-Sixty Pacific, 1989)
- **KING'S QUEST V** (Sierra On-Line, 1990)
- **LEMMINGS** (Psygnosis, 1991)
- **LINKS 386 PRO** (Access Software, 1992)
- **M-1 TANK PLATOON** (MicroProse, 1989)
- **MASTER OF ORION** (MicroProse, 1993)
- **RAILROAD TYCOON** (MicroProse, 1990)
- **RED BARON** (Dynamix, 1990)
- **SID MEIER'S CIVILIZATION** (MicroProse, 1991)
- **THEIR FINEST HOUR** (LucasArts, 1989)
- **THE SECRET OF MONKEY ISLAND** (LucasArts, 1990)
- **TIE FIGHTER** (LucasArts, 1994)
- **ULTIMA VI** (Origin Systems, 1990)
- **ULTIMA UNDERWORLD** (Origin Systems, 1992)
- **WING COMMANDER I & II** (Origin Systems, 1990-91)
- **WOLFENSTEIN 3-D** (id Software, 1992)
- **X-COM** (MicroProse, 1994)

Computer game programs have grown so massive and the number of hardware configurations has become so huge that incompatibilities and glitches are frustratingly common. Software fixes, or "patches," for buggy programs have become a necessary evil, and will be until we reach the golden age of standardized platforms and bug-free programs. New patches are in red.

AH-64D Longbow V.1.08F: Updated flight dynamics, easier hovering and auto-rotation come to the hot helicopter simulation, along with new rotor/engine sounds.

Battleground: Waterloo V1.02: This new battle plan corrects errant PBEM replies and solves other random crashes.

Chaos Overlords V1.1: Restoring order from Chaos means fixing some bugs and making some interface changes, such as a new Search Sites panel.

Civilization II V2.41 Update: It prevents crashes with auto-settlers, help and Civilopedia screens, in addition to many other tweaks. This patch will reportedly work with and supersede all previous patches.

Conquest of the New World V1.1 Update: This international patch contains the latest fixes for the German and French versions, as well as English.

EF2000 V2.4: A new executable for the *CGW Premier* award-winning sim that doesn't add any new features, just fixes bugs.

Descent II Video Upgrade: New drivers for the S3 Virge 3D Accelerator Video Chip *only*.

Fighter Duel V1.92: In addition to new aircraft in your hangar, you receive some minor fixes and additional joystick support.

Flight Unlimited Win 95 Direct X 2.0 Update: Microsoft's latest redistributable version of Direct X 2.0, this will update the Direct X 1.0 version which currently ships with FLIGHT UNLIMITED FOR WIN 95. It provides both greater video chipset support and enhanced Direct Draw resolution support. (*Note:* If you have a registered copy of Windows 95, you are licensed to use this update for your other games as well.)

Grand Prix Manager V1.02: Please install version 1.01 before shifting into gear with this latest patch.

Heroes of Might and Magic for Win95 V1.1: Anomalies with the cursor and in the Map Editor are magically cleaned up.

IndyCar Racing II for Windows 95 V1.01: This latest pit stop prevents system crashes while exiting and modem play bugs.

Ripper V1.05 Update: Now, there are no black screens after the introduction to RIPPER, and other similar problems associated with Compaq and Hewlett Packard computers are removed. You may even choose who the Ripper will be.

Star Trek Judgment Rites V 1.01 Update (Mac only): Mac users with 32MB of real RAM, or Macs with two monitors, will find this patch more helpful than Mr. Scott during a Klingon attack.

Steel Panthers V1.2: This armor upgrade cleans up the map editor, squashes a few bugs and polishes the AI.

Terra Nova Installer Update: Do file copy errors have your galactic squad down? Commanders with a rudimentary knowledge of standard DOS Copy commands will be able to strike back with this patch.

Tigers On The Prowl V2.02: Many minor problems are dismissed, along with the involuntary dismount bug.

Top Gun: Fire At Will V1.1: You can more easily fly at will with many of the crash problems solved via this upgrade. Missile dodging is now easier, gun kills are harder to get, and a more accurate fuel usage model is added, in an attempt to make the sim more "realistic." Suncom F-15E joysticks now have a Key file as well. After installing this patch, *make sure* to type "clean" to get rid of the unnecessary patch files after installation.

Warcraft 2 V1.2: Orcs and Humans alike will appreciate the new multiplayer options, including the shareware version of Kali and IPX network code optimized for better performance. The Exorcism spell problem is cast out, and you may now have more than 255 PUD files in the WAR2 directory.

Wizardry Gold V1.1a: Problems with saves in the earlier patch? This takes care of that, and also clears up difficulties with level increases when skills reach 100. Finally, it also allows you to set combat and non-combat text speeds separately.



▸ Check for new patches on this month's disk.

ZDNet

These patches can usually be downloaded from the major online networks (CompuServe, AOL, ZDNet) and *Computer Gaming World*'s web site (http://www.zdnet.com/gaming) but can also be obtained from individual software publisher's web sites or direct from the publisher with proof of purchase.

Publisher Web Sites

Many of these patches are available directly from the publishers, at the following sites:

Accolade: http://www.accolade.com
Activision: http://www.activision.com
Apogee/3D Realms: http://www.apogee1.com
Atomic Games: http://atomic.com
Bethesda: http://www.bethsoft.com
Blizzard: http://www.blizzard.com
Bullfrog: http://www.ea.com/bullfrog.html
Domark: http://www.domark.com
EA: http://www.ea.com
EA Sports: http://www.easports.com
Epic MegaGames: http://www.epicgames.com
Id Software: http://www.idsoftware.com
Interactive Magic: http://www.imagicgames.com
Interplay: http://www.interplay.com
LucasArts: http://www.lucasarts.com
MicroProse/Spectrum HoloByte: http://www.microprose.com
Microsoft: http://www.microsoft.com
Mindscape: http://www.mindscape.com
New World Computing: http://www.nwcomputing.com
Ocean: http://www.ef2000.com
Origin: http://www.ea.com/origin
Papyrus: http://www.sierra.com/papyrus
Philips: http://www.aimla.com/games
Sierra On-Line: http://www.sierra.com
Spectrum HoloByte: http://www.microprose.com
SSI: http://www.ssionline.com
Take 2: http://www.take2games.com/main.html
Virgin: http://www.vie.com

THE COMPUTER GAMING POLL • A MONTHLY SURVEY OF CGW SUBSCRIBERS

Each month, 2,000 *CGW* subscribers are selected at random to rate 100 computer games. The results of that poll are combined with the results of previous months to yield a cumulative average for the best plays in gaming. If you receive a ballot, please return it with your ratings so that other gamers and game publishers can benefit from your experience.



TOP ACTION GAMES

	GAME	COMPANY	SCORE
1	Duke Nukem 3D	3D Realms	8.63
2	Crusader: No Remorse	EA/Origin	8.27
3	The Need For Speed SE	EA	8.07
4	Quake	id Software	7.96
5	Dark Forces	LucasArts	7.83
6	Doom II	id Software	7.79
7	The Need For Speed	EA	7.62
8	Descent II	Interplay	7.53
9	EWJ 1&2: Whole Can O' Worms	Playmates	7.42
10	Time Commando	Activision	7.42



TOP ADVENTURE GAMES

	GAME	COMPANY	SCORE
1	Pandora Directive	Access	8.53
2	Gabriel Knight 2	Sierra	8.28
3	Spycraft	Activision	7.78
4	Full Throttle	LucasArts	7.53
5	Zork Nemesis	Activision	7.49
6	Under A Killing Moon	Access	7.32
7	The Dig	LucasArts	7.28
8	Phantasmagoria	Sierra	7.27
9	Star Trek: TNG, Final Unity	Spectrum HoloByte	7.05
10	Relentless	EA	7.04



TOP CLASSIC/PUZZLE GAMES

	GAME	COMPANY	SCORE
1	You Don't Know Jack	Berkeley Systems	8.00
2	Incredible Toons	Sierra	7.29
3	Incredible Machine 2	Sierra	7.10
4	Monopoly	Westwood	6.82
5	Lemmings Paintball	Psygnosis	5.89
6	Gearheads	Philips	5.59
7	Treasure Quest	Sirius Publishing	4.30
8	—		
9	—		
10	—		



TOP SIMULATION/SPACE COMBAT GAMES

	GAME	COMPANY	SCORE
1	Wing Commander IV	EA/Origin	8.55
2	Grand Prix 2	MicroProse	8.41
3	MechWarrior 2	Activision	8.40
4	AH-64 Longbow	Origin	8.25
5	Wing Commander 3	EA/Origin	8.25
6	EF2000	Ocean	8.01
7	Silent Hunter	SSI	8.00
8	U.S. Marine Fighters	EA	7.94
9	Advanced Tactical Fighters	EA	7.87
10	NASCAR Racing	Sierra	7.79



TOP SPORTS GAMES

	GAME	COMPANY	SCORE
1	Links LS	Access	8.67
2	NHL Hockey 96	EA Sports	7.92
3	FPS Football Pro 96	Sierra	7.78
4	NBA Live 96	EA Sports	7.67
5	NBA Live 95	EA Sports	7.56
6	Tony LaRussa 3 96	Stormfront Studios	7.53
7	PGA Tour Golf 486	EA Sports	7.41
8	FPS Football 95	Sierra	7.39
9	Hardball 5	Accolade	7.18
10	FPS Baseball Pro 96	Sierra	6.97



TOP STRATEGY GAMES

	GAME	COMPANY	SCORE
1	WarCraft II Expansion Disk	Blizzard	9.10
2	WarCraft II	Blizzard	9.00
3	Civilization II	MicroProse	8.86
4	C&C: Covert Operations	Virgin/Westwood	8.56
5	Command & Conquer	Virgin/Westwood	8.50
6	Heroes Of Might & Magic	New World Computing	8.08
7	Master Of Magic	MicroProse	8.03
8	Jagged Alliance	Sir-Tech	7.89
9	WarCraft	Blizzard	7.73
10	Missionforce Cyberstorm	Sierra	7.70



TOP ROLE-PLAYING GAMES

	GAME	COMPANY	SCORE
1	Might & Magic: Clouds Of Xeen	New World Computing	7.69
2	Anvil Of Dawn	New World Computing	7.44
3	Stonekeep	Interplay	7.17
4	Ravenloft: Stone Prophet	SSI	6.92
5	Wolf	Sanctuary Woods	6.21
6	—		
7	—		
8	—		
9	—		
10	—		



TOP WARGAMES

	GAME	COMPANY	SCORE
1	Steel Panthers	SSI	8.55
2	Panzer General	SSI	8.35
3	Battleground: Shiloh	TalonSoft	8.12
4	Battleground: Waterloo	TalonSoft	7.87
5	Battleground: Gettysburg	TalonSoft	7.52
6	Perfect General II	QQP	7.11
7	Flight Commander 2	Avalon Hill	7.07
8	Close Combat	Microsoft	6.89
9	Allied General	SSI	6.83
10	Age Of Rifles	SSI	6.82

	GAME	COMPANY	TYPE	SCORE
★ 1	WarCraft II Expansion Disk	Blizzard	ST	9.10
2	WarCraft II	Blizzard	ST	9.00
3	Civilization II	MicroProse	ST	8.86
★ 4	Links LS	Access	SP	8.67
★ 5	Duke Nukem 3D	3D Realms	AC	8.63
6	C&C: Covert Operations	Virgin/Westwood	ST	8.56
★ 7	Steel Panthers	SSI	WG	8.55
★	Wing Commander IV	EA/Origin	SI	8.55
★ 9	Pandora Directive	Access	AD	8.53
10	Command & Conquer	Virgin/Westwood	ST	8.50
11	Grand Prix 2	Spectrum HoloByte	SI	8.41
12	MechWarrior 2	Activision	SI	8.40
13	Panzer General	SSI	WG	8.35
14	Gabriel Knight 2	Sierra	AD	8.28
15	Crusader: No Remorse	EA/Origin	AC	8.27
16	AH-64 Longbow	EA/Origin	SI	8.25
	Wing Commander 3	EA/Origin	SI	8.25
18	Battleground: Shiloh	TalonSoft	WG	8.12
19	Heroes Of Might & Magic	New World Computing	ST	8.08
20	The Need For Speed SE	EA	AC	8.07
21	Master Of Magic	MicroProse	ST	8.03
22	EF2000	Ocean	SI	8.01
★ 23	You Don't Know Jack	Berkeley Systems	CP	8.00
	Silent Hunter	SSI	SI	8.00
25	Quake	id Software	AC	7.96
26	U.S. Marine Fighters	EA	SI	7.94
27	NHL Hockey 96	EA Sports	SP	7.92
28	Jagged Alliance	Sir-Tech	ST	7.89
29	Advanced Tactical Fighters	EA	SI	7.87
	Battleground: Waterloo	TalonSoft	WG	7.87
31	Dark Forces	LucasArts	AC	7.83
32	NASCAR Racing	Sierra	SI	7.79
	Doom II	id Software	AC	7.79
34	Spycraft	Activision	AD	7.78
	FPS Football Pro 96	Sierra	SP	7.78
36	WarCraft	Blizzard	ST	7.73
37	Missionforce Cyberstorm	Sierra	ST	7.70
★ 38	Might & Magic: Clouds Of Xeen	New World Computing	RP	7.69
	Fantasy General	SSI	ST	7.69
40	Warlords II Deluxe	SSG	ST	7.68
41	NBA Live 96	EA Sports	SP	7.67
42	The Need For Speed	EA	AC	7.62
43	NBA Live 95	EA Sports	SP	7.56
44	Full Throttle	LucasArts	AD	7.53
	Tony LaRussa 3 96	Stormfront Studios	SP	7.53
	Descent II	Interplay	AC	7.53
47	Battleground: Gettysburg	Talonsoft	WG	7.52
48	U.S. Navy Fighters	EA	SI	7.51
49	Zork Nemesis	Activision	AD	7.49
50	CivNet	MicroProse	ST	7.47

	GAME	COMPANY	TYPE	SCORE
51	Anvil Of Dawn	New World Computing	RP	7.44
52	X-Com: Terror From The Deep	MicroProse	ST	7.42
	EWJ 1&2: Whole Can O' Worms	Playmates	AC	7.42
	Time Commando	Activision	AC	7.42
55	PGA Tour Golf 486	EA Sports	SP	7.41
56	Magic Carpet 2	EA/Bullfrog	AC	7.40
	Hexen	id Software	AC	7.40
58	FPS Football 95	Sierra	SP	7.39
59	Under A Killing Moon	Access	AD	7.32
60	Sim City CD-Rom	Maxis	ST	7.30
61	Incredible Toons	Sierra	CP	7.29
62	The Dig	LucasArts	AD	7.28
63	Phantasmagoria	Sierra	AD	7.27
64	Flight Unlimited	Looking Glass	SI	7.22
65	Wings Of Glory	Origin	SI	7.21
	Virtual Pool	Interplay	SP	7.21
67	Terra Nova	Looking Glass	AC	7.19
	Hyper 3D Pinball	Virgin	AC	7.19
69	Hardball 5	Accolade	SP	7.18
70	Stonekeep	Interplay	RP	7.17
	Warhammer	Mindscape	ST	7.17
72	1942 Pacific Air War Gold	MicroProse	SI	7.15
73	Caesar II	Sierra	ST	7.13
74	Perfect General II	QQP	WG	7.11
75	Incredible Machine 2	Sierra	CP	7.10
76	System Shock	EA/Origin	AC	7.09
77	Flight Commander 2	Avalon Hill	WG	7.07
	Heretic	id/Raven	AC	7.07
79	Star Trek: TNG, Final Unity	Spectrum HoloByte	AD	7.05
80	Relentless	EA	AD	7.04
81	Aces Of The Deep	Sierra	SI	7.02
82	FPS Baseball Pro 96	Sierra	SP	6.97
83	Apache	Interactive Magic	SI	6.95
	Legends Of Kyrandia 3	Westwood	AD	6.95
85	Earthsiege 2	Sierra	SI	6.94
86	Ravenloft: Stone Prophet	SSI	RP	6.92
87	Close Combat	Microsoft	WG	6.89
	Fire Fight	EA	AC	6.89
89	Destruction Derby	Psygnosis	AC	6.87
90	Allied General	SSI	WG	6.83
91	Age Of Rifles	SSI	WG	6.82
92	Monopoly	Westwood	CP	6.82
	King's Quest VII	Sierra	AD	6.78
94	Mortal Kombat 3	GT Interactive	AC	6.77
	Magic Carpet	EA/Bullfrog	AC	6.77
96	Descent	Interplay	AC	6.75
97	Conquest Of The New World	Interplay	ST	6.73
98	Earthworm Jim	Activision	AC	6.71
99	TacOps For Windows	Arsenal	WG	6.67
100	FPS Baseball 96	Sierra	SP	6.64

Games on unnumbered lines have scores equal to the line above. ★ = Top game of type. Red = New Game, AD = Adventure, RP = Role-Playing, SI = Simulation/Space Combat, ST = Strategy, WG = Wargame, AC = Action, SP = Sports, CP = Classic/Puzzle. Games are retired after two years and become eligible for the Hall of Fame.

MARTIN CIRULIS

What's The Deal With... Real-Time?



We have a new popular front in wargaming, and like all new things, some are proclaiming it to be the best thing since sliced bread and others are moaning that it's the End of the World. Yes, folks, it is the Age of the Real Time Wargame—and everybody and their dog's software company seems eager to jump on the bandwagon.

Virgin and Blizzard get credit for turning this type of game into a full-blown trend with the very successful COMMAND & CONQUER and WARCRAFT series, respectively. Thanks to them, you can't swing a dead PR rep now without smacking some tactical/strategic wargame that has thrown over the traditional turn-based dogma for some trendy real-time combat mechanics—and the old grognards are screaming bloody murder, as if this were the death-knell for the pedantic counter-pushing wargames that they love (the kind that would be just as at home on a board as they are on a computer screen). Since I'm enough of a traditional boardgamer to consider Europa a fine introductory wargame, I think I'm qualified to argue that not only does real-time pose little threat to "serious" combat simulations, but that in some circumstances it is actually the road to more, not less, realistic games.

First of all, let me address the concerns of "serious" wargamers, some of whom have cautioned against the evils of real-time in these very pages. Their greatest fear seems to be that the lack of turns will encourage bad AI, because programmers can make a computer fast instead of smart—and so games will become an issue of reflex reactions instead of brains. (The same tired point was made about multiplayer capability: "If wargames are all networked, they will stop putting good AIs in.") The argument is that if the computer moves five times faster than you can point-and-click, it can be dumb and boring and still whip you every time. (Anyone remember the computer player in ARCHON?) While this may be true, I'd like to see the rule that states turn-based play guarantees quality AIs! I've got one word for you on this concept...ASCENDANCY. Here was a turn-based game without even multiplayer capability—and lo and behold, not a competent AI to be found. Much the same thing could be said about the initial release of MASTER OF MAGIC. So I think it's safe to say real-time is hardly a more substantial threat to challenging wargames than short-sighted project managers.

Now the other, more relevant problem some have with RT wargaming is that it can come down to a point-and-click fest. While I used to disregard this objection as another nit-pick, a nasty experience at a WARCRAFT 2 tourney at Seattle's annual DragonFlight convention convinced me that game designers need to take a few precautions in their games—just to make sure the on-line world isn't dominated by annoying, socially challenged adolescents with hyper-fast point-n-click skills, honed by the countless hours they don't use for dating. While RT games are vulnerable to players who excel at the mechanics instead of the game, little changes in the code can prevent that from being a problem—things like competent AI for each piece, so they don't just stand around if you aren't there to command them, and a set-up utility that sets the speed of the game at the beginning, displaying it as an initial game condition before others join in.

> **"You can't swing a dead PR rep without smacking a real-time wargame."**

My honest opinion is that real-time is far more realistic for wargames than this utterly artificial, you-move-I-move routine, which has been drilled into us because wargaming started on boards with no way to mimic time realistically. While I agree that the passage of time for decision-making is probably moot at the Corp or even Divisional level, once you get past that point I think turns are actually a bad thing for a wargame, as they foster the stunted, chess-like thinking that makes armchair-generals so bad at analyzing real combat. For a simulation to make any claims to realism, events must at least unfold at no slower than 1:1 time. Players *should* have the added tension that once they order that platoon to roll out, there is no calling it back into place without some muss and fuss. Traditional computer wargames could do worse than explore the realm of "slow" real-time and, while there is little doubt that STEEL PANTHERS is a better game than CLOSE COMBAT, I think it has less to do with turns and far more to do with Grigsby being the better designer. STEEL PANTHERS running in 1:1 time would be a real nail-biter, as well as the tactical mind-bender it is now.

So in the end, I guess I do wish for the End of the Turn-Based Games as we know them, not because I am a twitch-reflex arcade twerp, but because the real world isn't polite enough to move in phases.

Computer Gaming World (ISSN 0744-6667) is published monthly by **Ziff-Davis Publishing Division**, One Park Avenue, New York, NY 10016. Subscription rate is $27.97 for a one year subscription (12 issues). Canada and all other countries add $11.00 for postage. Postmaster: Send address changes to Computer Gaming World, P.O. Box 57167, Boulder, CO 80322-7167. Canadian GST registration number is 89371 0442 RT. Periodicals postage paid at New York, NY 10016 and additional mailing offices. Permit #672-910. **Printed in the U.S.A.**



DON'T JUST HURT 'EM...





AMS002g

ERADICATE 'EM

ON-LINE DEMO AVAILABLE NOW!



Choose from 1st- or 3rd-person player perspectives. 3rd-person perspective allows you to view enemies sneaking up from behind and lets you better control your character's movement.

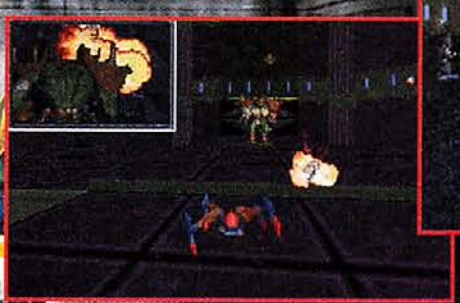


Enhance gameplay with unique "picture-in-picture" views that let you swap your views, control your weapons and enemies, and see 2 areas at once.



3 Distinct Characters

Eleena Dan Blaze Kamchak



TWICE as many weapons as other games, including deadly ones like the agile spider bomb.



Deathmatch across all levels via Modem or LAN play, AND 5 net-play specific maps.

"(If you're) finding it harder and harder to find something fresh, Eradicator is your ticket!"

— PC Gamer



3 distinct characters let you triple the hours of gameplay and make net-play more challenging.

Features

NO OTHER GAME HAS ALL THESE FEATURES!

Mission objectives add gameplay depth

Choice of 1st- or 3rd-person player perspectives

Three distinct characters for more hours of gameplay

"Picture-in-picture" views for maximum action

Over 20 rippin' weapons

Up to 8 players in deathmatch and cooperative play

BONUS: Includes full level editor

Weapons

Spider Bomb

Fast, remote-controlled and deadly, this insect-like weapon can give you the edge.

Hunter Killer

Launch this killer pack of 4 missiles to eradicate all enemies in range.

Li'l Buddy

An "over-your-shoulder" satellite weapon who serves, protects and kills.

Rainbird

Don't let the the name deceive you — this nasty weapon spins and spits out lethal shots of laser bolts.

Plus over 15 other weapons in your lethal arsenal.



Advanced artificial intelligence empowers enemies who relentlessly hunt you down.



No other 3D game has this many impressive features with non-stop action.

MATURE M AGES 17+ CONTENT RATED BY ESRB

PC CD-ROM DOS Runs Under WINDOWS 95

MODEM SERIAL SOLO PLUS SOLO

Play the Eradicator demo, available at http://www.accolade.com

ON-LINE DEMO AVAILABLE NOW!

Or look for it at your favorite gaming retailer.

For Eradicator Hints & Tips, Call Accolade Direct
1-900-454-HINT
$.99/Minute- If you are under 18, please get your parents' permission before making this call.

ERADICATOR™

ACCOLADE™

Eradicator, Accolade and the Solo Plus logos are trademarks of Accolade, Inc. © 1996 Accolade, Inc. All rights reserved. All other trademarks are of their respective owners. Actual screen shots may vary.

Call 1-800-245-7744 to order or for more information.

AMS002gs

Circle Reader Service #291

"The most brutal and addictive gameplay around."

– PC Gamer

PC GAMER EDITORS' CHOICE

The explosive sequel to Crusader: No Remorse™

1996 Action Game of the Year

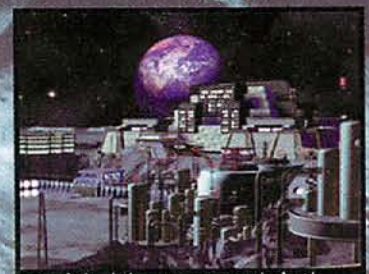
– Computer Games Strategy Plus, Computer Gaming World, PC Entertainment

CRUSADER NO REGRET

www.ea.com/origin



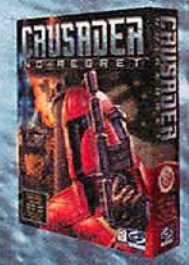
19 devastating weapons — freeze, shatter, broil, vaporize and incinerate your adversaries.



10 multi-leveled environments packed with incredible detail, death and destruction.



Run, dive and roll with 21 fast-action maneuvers. See visible damage from every shot fired.



TEEN T AGES 13+ CONTENT RATED BY ESRB

© 1996 ORIGIN Systems, Inc.
Crusader: No Regret and Crusader: No Remorse are trademarks and Origin is a registered trademark of ORIGIN Systems, Inc. All rights reserved.

ORIGIN

Circle Reader Service #39